Sword of Cepheus

second edition

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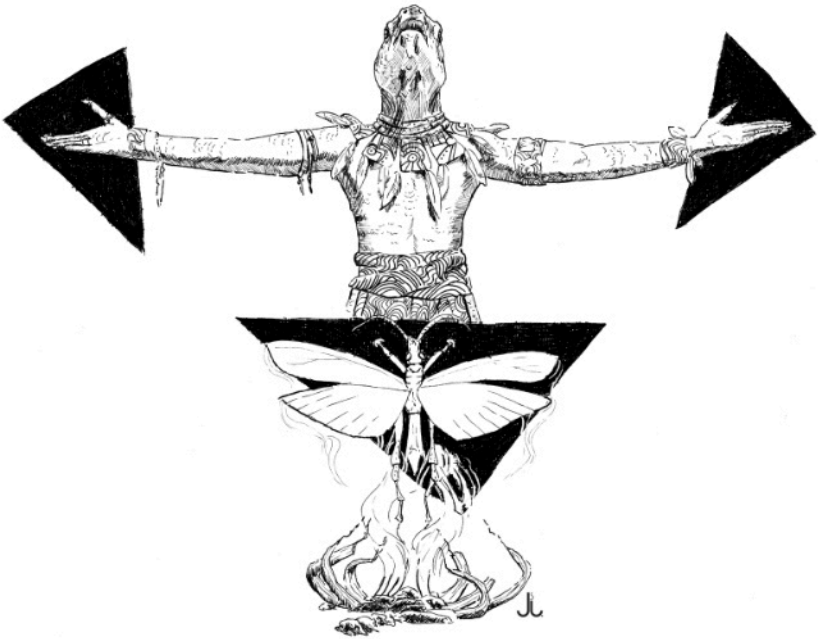

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Introduction

A sorcerer blasting his enemies with the power of his mind. A muscled barbarian wielding a flaming sword against the local tyrant's thugs. A gladiator who freed himself from slavery wanders the land, righting wrongs and smashing villains. Big muscles, big swords, eldritch sorcery, powers of the mind, terrible beasts. From Burroughs to Howard to Moorcock to Italian Peplum films to those dreaming of outlandish post-apocalyptic worlds, heroes raise swords against corrupt nobles, inscrutable sorcerers, and alien monstrosities.

The Sword of Cepheus allows you to dive right into these exciting tales and take the role of the heroes and anti-heroes wielding swords and sorcery in such settings.

Adventures await!

What is a role-playing game?

A roleplaying game (RPG) is a game in which the players assume the roles of characters in a fictional setting. Players act out these roles within a narrative, either through literal acting or through a process of structured decision-making based on rules. These rules allow fair and dramatic resolution of uncertain or dangerous situations faced by the players' characters.

Playing *The Sword of Cepheus* requires imagination, inspiration, and discussion. Two or more players can play, though typical groups range between 3-5 players. All you need to play is this document, a few six-sided dice, and writing supplies. One player, the Referee, "plays" the game world and describes the fictional situation, while the rest of the players each play one Player Character who acts freely within this world and deals with the consequences of their actions. Together, the Referee and players create a story, much like the way many of us used to create stories by playing make believe as young children, except with more dice and more structure.

What is The Sword of Cepheus?

The Sword of Cepheus is a roleplaying game in the triple “Sword” genres: Sword and Sorcery, Sword and Planet, and Sword and Sandal. In Sword and Sorcery, often-amoral protagonists face vile sorcery and horrid beasts as they complete awesome adventures for gold and glory. In Sword and Planet, humans finding themselves on barbaric or decadent alien planets use their superior brawn and valiant hearts to win fame, fortune, and the heart of an alien princeling. In Sword and Sandal, often set in a quasi-Biblical or faux-Roman world, men and women with sharp wits and strong sword-arms fight mythological creatures and overthrow tyrants. The common threads of all three genres are the blade-wielding protagonists who use their brawn, as well as brains, to fight foes both supernatural and mundane and undertake hair-raising, violent adventures.

There are three main themes to *The Sword of Cepheus***: Gritty Heroism, Dark Sorcery, and an Open World.**

Gritty Heroism means that a skilled character is well above a normal person in power and ability. An expert swordsman (Melee Combat 3) in good armor can defeat many lesser warriors in armed confrontation. They will parry their opponents’ weapons and strike true at their bodies. With a good Battle skill, they will also act well before them. However, they are still mortal. An ambush, sneak attack, poison, or other underhanded tactic will put them in grave peril. A lucky arrow can still strike them, though good armor will mitigate part of the impact. Battle and strategy matter. Even a so-called "mighty" character must think before they act, and lesser foes can defeat the heroes.

Dark Sorcery implies that magic is unreliable and often corrupting to those who use them. Doubly so for any "magic items". Any spell can fail, and any ritual has a certain risk of dire consequences. Using magic corrupts the sorcerer's soul and body. There are no teleporting supermen throwing fireballs around in *The Sword of Cepheus*. Rather, there are sorcerers weaving subtler spells and conducting risky arcane rituals. The same goes to monsters - while often easier (on paper) to slay than those of traditional D20 games, they pose a danger to those who try to confront them - even skilled heroes.

The worlds of adventure *The Sword of Cepheus* is designed to emulate are **Open Worlds**. The world does not scale with the characters; a moderately skilled character can try and tackle horrible monsters, at a serious risk, while an expert adventurer can still face a challenge against "weaker" foes. The players choose the risk level; there are no scaling "challenge ratings" here. Scouting, information gathering, and knowing when to run away are important in *The Sword of Cepheus*. This also means that lightly or moderately skilled characters can adventure, shoulder to shoulder, with highly experienced veterans, and still make a difference both in and out of combat without being totally overshadowed by their expert peers.

The Sword of Cepheus also draws inspiration from old-school science-fiction roleplaying games. It shares many similarities, in terms of game mechanics, with them. Materials from old 2d6 rulesets, including the OGL 2d6 Sci-Fi SRD, the Cepheus Engine Core, and Cepheus Deluxe: Enhanced Edition are easily compatible with *The Sword of Cepheus* with only a moderate amount of adjustment.

To play, you need a copy of these rules; several six-sided dice, available at game and teacher supply stores (you'll need at least two, but more is better); you'll also need a pencil and some paper.

About the Authors

Omer Golan-Joel is a 42-year-old freelance game designer and English-Hebrew-English translator. He is also an avid sci-fi and fantasy gamer. He lives in the town of Yavne, Israel with his wife Einat and his cat Nori – as well as an entourage of house geckos. Omer is a fan of science-fiction, fantasy, and history, an amateur cook, and a hobbyist herpetologist.

Richard Hazlewood has been playing RPGs since 1976. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and went into aviation. Richard has a master's degree in aerospace engineering and works for a major US Airline. He has two grown children and three grandchildren. Richard lives with his wife and dogs in the Southern USA.

Josh Peters is a high school math and history teacher, an accomplished drummer, and avid tabletop RPG gamer. Josh has a master's degree in history, and resides in Montreal, Canada, with his beautiful, patient wife and two deviously adorable children.

Stellagama Publishing

Stellagama Publishing is a small international role-playing game publisher focused on science fiction gaming, founded in January 2016. We publish gaming material for our own **Faster Than Light: Nomad** and **Quantum Engine** systems, as well as for the Stars Without Number, and White Star RPGs. Our goals are to publish enjoyable and immediately playable supplements, settings, rulesets, and adventures for our fellow players and Referees. Our flagship setting is **Terra Arisen**, a high-action space-opera universe in which Terra only recently gained its freedom from the mighty Reticulan Empire. Our flagship ruleset is **Faster Than Light: Nomad**, a modernized **XD6**-based sci-fi RPG.

One Basic Rule

Rule 0: to facilitate play, the Referee is the final arbiter for any game-related question.

Basic Game Mechanics

Die Roll Conventions

The Sword of Cepheus uses common six-sided dice. We note each die you need to roll as a "d". Unless noted otherwise, "2d6", for example, means "roll two dice and add the results together".

In this game, DM means Dice Modifier – a number you add or subtract from a dice roll. For example, "2d6, -2 modifier" means "roll two dice, add the results together, and then subtract 2 from the total".

Another die roll type is "d66". In that case, throw two six-sided dice, but do not add the results together. Instead, use one die as the "tens" result and the other as the "ones" result, providing 36 results. Be sure to declare which die is which before rolling.

The basic game mechanic

The basic mechanic of *The Sword of Cepheus* is the throw, and when we say this, we mean dice throw. Throw 2d6, add the relevant skill and characteristic modifiers, and if the total is equal or higher than the target number, you succeed. For example, "throw Athletics/STR 8+" means "throw 2d6 and add your Athletics skill level and Strength modifiers; if the total is 8 or more, you succeed" The amount by which your total throw exceeds or misses the target number is called the Effect. If, using the previous example, you roll a total of 11 on that throw, your Effect is 11 – 8 = 3; alternately, if you throw a 4, your Effect is 4 – 8 = -4. Modifiers are also referred to as "Dms„ in this book, as in the Cepheus Engine SRD.

If a task is even remotely possible, a natural (unmodified) roll of 2 is always a failure, while a natural (unmodified) roll of 12 is always a success. This is regardless of target numbers or further circumstances.

Opposed throws: in a situation where two characters oppose each other in an attempt, for example, a spy trying to sneak past a guard, each character throws 2d6 plus the appropriate skill and characteristic modifier; the higher roll wins. On a tie, the character with the higher total modifier to the throw (from skill, characteristics, etc.) wins. If both characters are equally competent, reroll the tie.

Unskilled characters: if a character attempts a throw with a skill they do not possess, they suffer a -3 penalty to that throw.

Trying Again: generally, you may retry failed skill or characteristic throws. However, in some cases failure has consequences.

Note that skilled characters are competent and can usually practice their trade or profession, under normal conditions, without a throw. Use throws only when the characters are at serious risk or under pressure, such as time pressure, opposition, or adverse conditions. For example, a physician (Healing 3) can give effective first aid without requiring a throw and can help characters recover from serious wounds but would have to make a Healing throw to treat a rare plague.

Advantage

In certain advantageous situations, specifically related to Traits, the rules may grant you an Advantage. In this case, throw 3d6, and choose the 2 highest die results.

Collaboration

In some cases, characters may work together on a task throw. The character with the highest skill and characteristic makes the main skill throw. Any assistant can make a skill throw at the same difficulty as well; if they succeed, add a +1 modifier to the primary character's throw; if they fail, the primary character suffers no penalty. There can only be one assistant to the main skill throw. However, the Referee is encouraged to allow other characters to assist the assistant. Each throw has the same difficulty as the original skill throw. Note that characters who are assisting in the throw do not necessarily have to use the same skill. If the player and Referee agree, a related skill task throw can assist.

***Example**: A ship captain wishes to plot a difficult course. This is a Watercraft/EDU 10+ skill check. One of the passengers on board is a scholar with Natural Philosophy 3 and EDU 10. The scholar offers to help the captain, rolling Natural Philosophy: 8 + 3 (Skill) + 1 (Attribute) = 12, a success. The scholar's efforts are helpful, and provide a +1 bonus to the captain's subsequent Watercraft/EDU 10+ roll.*

Common Target Numbers

The table below provides guidelines for Referees to set Target Numbers. Any throw with a Target Number below 4+ is probably not worth rolling.

Common Target Numbers

Difficulty	Target Number	Examples
Easy	6+	Picking a simple lock
Average	8+	Shooting to Effective range; casting a spell
Difficult	10+	Shooting a target beyond Effective range
Formidable	12+	Picking a complex lock
Impossible	14+	Anything very difficult that the Referee would find amusing

Skills

Characters in *The Sword of Cepheus* use a variety of skills to survive and thrive in worlds of horror, sorcery, and high adventure, from sailing the high seas to swordsmanship.

Skills are a character's greatest asset. Skilled characters are competent. A Skill at level 0 denotes basic training, which allows some use of the skill (without the "unskilled" penalty) but is insufficient for holding a job in that field; for example, a common town guard might have Melee Combat 0 and a blacksmith's apprentice might have Craft 0. A Skill at level 1 (denoted "Skill 1") represents someone who is employable, such as a guild journeyman; Skill 3 denotes an established career professional, such as a guild master; and Skill 5 represents an expert – a rare true master of the craft. For example, a common village healer has Healing 1; an experienced physician has Healing 3; and a fabled healer of the sick, far beyond any normal physician or herbalist, has Healing 5. The task resolution system takes this into account – professionals should almost automatically succeed at easy tasks (difficulty 6+) and easily perform average tasks (difficulty 8+), while experts will almost automatically succeed in routine and average tasks and easily manage difficult (10+) ones.

Skill List

Each skill entry below is followed by a handful of examples to give Referees and players an idea of what sorts of activities and expertise each skill covers.

Alchemy: The esoteric art of combining and creating alchemical and chemical substances. Also covers herbalism and poison-making.

Examples: Creating a standard toxin using natural ingredients: Alchemy/EDU 8+, Brewing a contact poison to apply on sword edges Alchemy/EDU 10+.

Animals: The care and training of animals. Also covers general agriculture.

Examples: Calming down a scared farm animal: Animals/SOC 8+. Saddling a wild horse: Animals/END 10+. Growing crops to feed

yourself and your friends: Animals/INT 6+ (but takes a while!)

Archery: Using bows and crossbows. In higher-tech settings, this also covers the use of primitive firearms.

Examples: Stringing a bow: Archery/STR 6+. Hitting a rope from which a friend is hanging by the neck: Archery/DEX 12+.

Artifice: Creating and appraising magical artifacts.

Examples: Identifying most common potions: Artifice/EDU 8+. Identifying a rare magic item: Artifice/EDU 10+ or higher. Creating a simple magic item based on an Arcane spell: Artifice/INT 10+. Creating a complex magic item not based on a spell, but rather on a desired effect: Artifice/INT 12+.

Artillery: The use of siege engines such as ballistae and catapults. In higher-tech settings, this also covers the use of primitive cannons.

Examples: Setting up a siege engine in a secure location: Artillery/INT 8+. Attempt counter-battery fire: Artillery/EDU 10+.

Athletics: The ability to exert oneself physically. You may add the Athletics skill to appropriate physical characteristic rolls. This skill is never rolled unskilled.

Examples: Climbing a rough cliff without tools: Athletics/STR 8+. Running a marathon: Athletics/END 10+. Propping up a boulder to prevent a cave collapse, allowing your companions to flee: Athletics/STR 12+. Walking a tightrope: Athletics/DEX 10+.

Battle: Tactical planning and decision making, whether on the ground or in the sea.

Examples: Drawing up complex siege or battle plans: Battle/INT 10+. Understanding an enemy attack to be a diversion: Battle/INT 10+ (or opposed Battle/INT rolls).

Carousing: the art of mingling in social settings to achieve your goals. Also covers gambling.

Examples: Gathering information in a bar or party: Carouse/INT 8+. Engaging in scintillating conversation to impress a diplomat: Carouse/SOC 8+. Drinking someone under the table: Carouse/END (Opposed). Winning at cards: Gambling/SOC 8+, with the Effect multiplied by a stake for winnings/losses. Cheating at cards:

Gambling/INT 12+; if successful, roll Gambling/INT again and multiply the result by the stake for the winnings. If you fail, see the Athletics and Melee Combat skills. Singing or Dancing to impress or even earn a living: Carouse/INT or Carouse/SOC 8+.

Craft: the ability to maintain, repair, and build mechanical devices of all sorts, from crossbows to carts. Craft can cover artistic endeavors like sculpture and painting. This skill also covers lockpicking.

Examples: Disarming a typical trap: Craft/INT or Craft/DEX 8+. Fixing a broken wagon wheel before the bandits catch up: Craft/INT 12+. Making a crossbow: Craft/EDU 8+. Building a bridge with a crew of workers Craft/EDU 10+. Painting a mosaic: Craft/EDU 8+.

Deception: Convincingly avoiding the truth and misleading other people. Also covers forgery.

Examples: Forging a government document or seal: Deception/EDU 8+ (or Opposed). Fast talking your way past a guard: Deception/SOC 10+. Bluffing about the state of the rag-tag villagers you are leading to the bandit raiders to keep them away from the village: Deception/INT 10+ (or Opposed). Determine if someone is lying to you: Deception/INT (Opposed).

Govern: The skill to handle ruling a kingdom or city state, bureaucracies, and the law.

Examples: Understanding the local laws to avoid legal entanglements: Govern/EDU 8+. Reading a merchant's ledgers to learn about a business venture's feasibility: Govern/EDU 8+. Knowing who to bribe to get things done at the palace: Govern/SOC 8+.

Healing: training in the art of healing, from diagnosis to binding wounds to surgery.

Examples: Cure poisons and diseases, see the Environmental Hazards chapter (p. 109). To care for the wounded, see the Damage section of the Personal Combat chapter (p. 122).

Insight: This skill combines keen observation, forensics, research, and detailed analysis.

Examples: Find secrets in a long-forgotten library: Insight/EDU 8+. Find additional clues at a crime scene: Insight/INT 10+ (the Referee should freely provide basic clues for any sustainable mystery

adventure). Determine if someone is lying to you: Insight/INT (Opposed). Spot hidden doors, or secret messages embedded in a painting: Insight/INT 10+.

Jack o' Trades: this special skill reduces the unskilled penalty (a -3 penalty, noted above) by its level. For example, a character with Jack o' Trades at level 2 would only suffer a mere -1 penalty to unskilled rolls. You may not gain more than 3 levels in this skill and cannot improve it after character generation.

Examples: A character with Jack o' Trades 3 would have no Unskilled penalty for all throws in skills in which they otherwise did not have any levels. Those characters are annoying.

Leadership: The ability to lead groups of individuals during times of crisis.

Examples: Rally a group of soldiers who are cowering: Leadership/SOC 8+. Use your command skills to inspire the crew to row harder: Leadership/SOC 10+. See the morale rules in the Personal Combat chapter (p.123) for more information.

Liaison: The art and practice of negotiation and diplomacy in a myriad of social situations. This skill covers diplomatic meetings, haggling with merchants, or diffusing a situation before blades start flashing.

Examples: Getting a good deal in the marketplace: Liaison/INT 8+ (or Opposed). Negotiating a fair surrender when you've won: Liaison/SOC 8+. When you've lost: Liaison/SOC 12+. Stopping a fight from breaking out: Liaison/SOC 10+. Negotiating a business contract with skeptical investors: Liaison/INT 10+.

Melee Combat: Fighting hand-to-hand, either with a weapon or unarmed.

Examples: Watching a fight and figuring out where a combatant trained in a dueling style: Melee Combat/EDU 10+. The usual application of the skill is examined in more detail in the Personal Combat chapter.

Natural Philosophy: The study of nature and technology.

Examples: Predicting the weather based on current observations and knowledge of the region: Natural Philosophy/EDU 12+. Knowing an

esoteric scientific principle like the volume of gas increases as its temperature increases: Natural Philosophy/EDU 8+. Understanding a creature's place in the local ecology based on its fossilized teeth: Natural Philosophy/EDU 10+. Designing a working glider: Natural Philosophy/EDU 12+. Predicting a solar eclipse: Natural Philosophy/EDU 12+.

Religion: Knowledge of gods and demons – and the ways to worship them. In some settings, this skill may grant certain supernatural abilities.

Examples: Making a theological argument against a heretic: Religion/EDU 8+. Correctly identifying a demon's name from a list of ancient runes: Religion/EDU 12+. Understanding a newly encountered barbarian tribe's theology on short notice: Religion/INT 8+. Some Referees may permit characters to use the Religion skill to intimidate sentient undead creatures.

Riding: Using animals for transportation, from riding a horse to driving a chariot to riding an elephant or dinosaur.

Examples: Leaping from a moving chariot without being injured: Riding/DEX 10+. Making a mount leap over a large obstacle or ravine: Riding/INT 8+.

Scout: Scouting for danger and spotting threats.

Examples: Spotting an assassin moments before they strike: Scout/INT 10+ (or Opposed). Tracking prey through the wilderness: Scout/INT 8+.

Sorcery: Meddling in the dark arts of magic.

Examples: Identifying a spell from a tome: Sorcery/EDU 8+. Identifying the important parts of a specific ritual to disrupt it: Sorcery/INT 8+.

Sneak: The art of operating while being unseen and unheard. This skill can also cover breaking and entering, sleight-of-hand, and pickpocketing.

Examples: Picking a simple lock: Sneak/DEX 8+. Skulking past a pair of guards at night: Sneak/DEX 8+ (or Opposed). Walking across a wooden floor without making it creak: Sneak/DEX 10+. Stealing a coin-purse from an unsuspecting victim: Sneak/DEX 10+. Attempting

to sneak a dagger into a banquet: Sneak/INT 10+. All attempts to remain unseen are more difficult during the day. See the Personal Combat chapter on how Sneak works for ambushes.

Steward: Pertaining to the care and serving of guests, passengers, and others who expect a certain level of quality service.

Examples: Cooking a fine meal: Steward/INT 8+. Knowing what the etiquette is for greeting a noble: Steward/SOC 8+. Performing an elaborate tea service: Steward/SOC 10+.

Streetwise: Familiarity with underworld society and the ways of working with it.

Examples: Locating a fence for stolen goods in a town or city: Streetwise/INT 8+. Knowing how to behave in front of organized crime bosses: Streetwise/SOC 8+. Identifying gangs or cartels by their clothing or weaponry: Streetwise/EDU 8+.

Survival: staying alive in the wilderness. This also covers "outdoor" skills such as tracking, foraging, and fishing.

Examples: Surviving in inclement weather: Survival/EDU 8+. Tracking prey through the brush: Survival/INT 8+. Knowing what plants are safe to consume in the wild: Survival/EDU 8+. Predicting bad weather: Survival/EDU 12+.

Watercraft: Controlling and using boats and ships, including navigation.

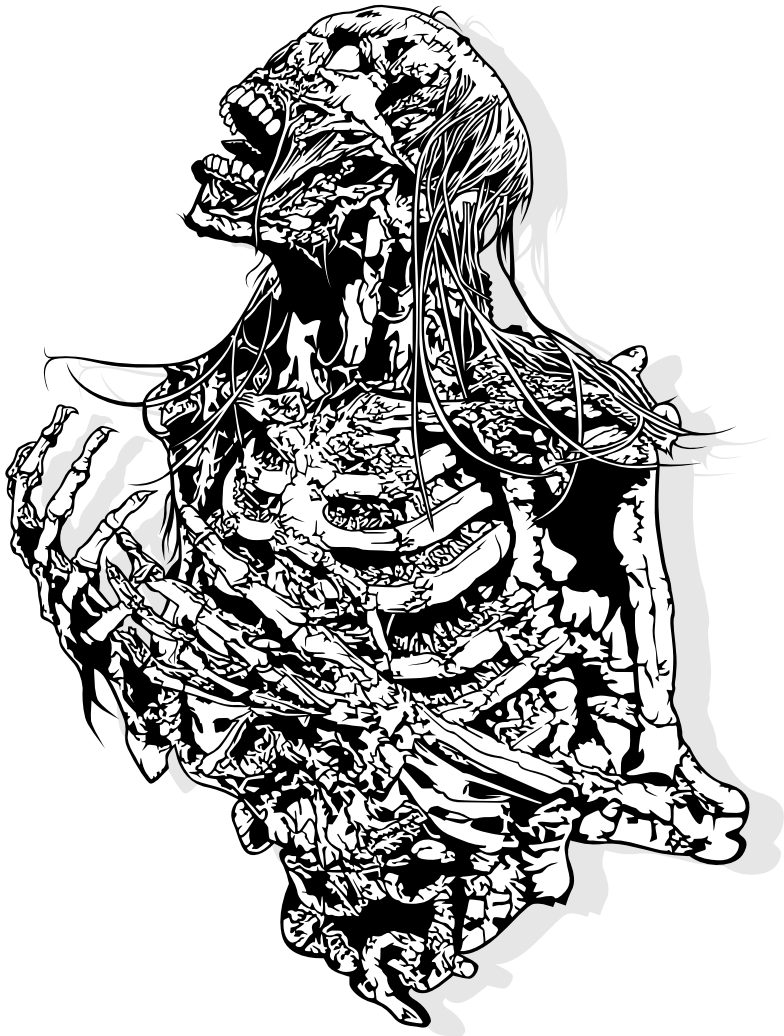
Examples: Plotting a faster course to shave Effect + 1d6 days off a long voyage: Watercraft/EDU 10+. Maintaining a vessel to keep it seaworthy: Watercraft/INT 8+. Predicting a coming storm: Watercraft/EDU 12+. Navigating rapids, shoals, or other dangerous waters: Watercraft/DEX 10+.

Languages

In addition to their species' standard language, a character knows a number of languages, equal to their EDU modifier. After character generation, characters may learn additional languages using the experience rules (see below). There are no skill levels for languages, either a character knows that language or they do not. However, the Referee is free to allow a Level 0 version of a language skill, representing a very basic understanding of that language.

How do I Notice Things?

This ruleset does not have a specific Notice or Perception skill. If the Referee or Players want to know if their characters detect an ambush, clue, or other useful bit of information, roll the skill with the attribute relevant to that situation. To investigate a crime scene for clues, use Insight. To read people's reactions, use a relevant Social skill and attribute. To detect an ambush, use the Scout skill.



Character Generation

Players in Swords of Cepheus engage with the game world and the adventures found therein through their characters. Unlike many roleplaying games where characters begin as neophytes who have not had any adventures, in Sword of Cepheus, your character begins the game as a skilled, experienced adult. This chapter will show you how to create a character using a lifepath generation system mini game that will become the character's backstory during actual gameplay.

Step 1: Characteristics

Characteristics describe your character's general talents and abilities. They serve as basic measures for tasks which every human can perform, but some can perform better or worse than others. They also modify your character's skill throws, representing your character's natural aptitude with various tasks.

Assign the following array to the six characteristics in any order desired to your six characteristics: 5, 6, 7, 8, 9, 10.

The characteristics are:

Strength (STR): Physical prowess and brute force.

- Strength determines a character's carrying capacity.
- Add your STR modifier to your melee attack rolls and damage. Note, however, that even with low STR, any attacks that hit cause at least 1 point of damage (before armor).
- Strength modifies skill throws related to brute force and feats of raw might.

Dexterity (DEX): Agility, coordination, and speed.

- Dexterity is the attribute used for throwing knives and axes, as well as evading physical threats.
- Add your DEX modifier to your ranged attack throws.
- Dexterity modifies skill throws related to coordination and speed.

Endurance (END): Physical resilience, fitness, and force of will.

- Endurance helps the character resist biological threats such as disease and poison.
- Endurance determines your character's Stamina and Lifeblood, representing toughness and resistance to damage, respectively (see below).
- Endurance modifies skill throws related to physical resilience.

Intelligence (INT): Reasoning, creativity, and intellectual capabilities.

- Together with EDU, Intelligence determines the character's maximum number of skill ranks.
- Intelligence modifies skill throws related to reasoning, creativity, and perceptiveness.

Education (EDU): Formal schooling and general knowledge.

- Education 8+ allows rolling on the Advanced Education column in the career tables.
- A character gains a number of additional languages equal to their EDU modifier.
- Together with INT, Education determines the character's maximum number of skill ranks.
- Education modifies skill throws related to philosophy and knowledge.

Social Standing (SOC): A character's connections and position in society.

- Social Standing provides characters with a number of free contacts equal to their SOC modifier.
- Social Standing often modifies skill throws in social settings.

Optional Rule: roll 2d6 six times. Assign the results to the 6 characteristics in any order you desire.

Optional Rule: assign 42 points across all 6 characteristics as desired.

Characteristic Modifiers

Each characteristic has an associated modifier based on its value or score, as noted below:

Characteristic Modifiers

Characteristic Score	Characteristic Modifier
0-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15-17	+3
18-20	+4

Above 20, a character – usually a monster - increases their characteristic modifier by another +1 per three points – for example, 21-23 will have a modifier of +5, and so on. This means that very powerful creatures will almost automatically succeed in throws using their powerful characteristic. This is intentional: a massive draconic brute, for example, would be capable of feats of strength unattainable by most humans.

Using Characteristic Throws

Characteristics represent general human capabilities that every character possesses to one degree or another. Contrast this to skills, which represent specialized training. Characteristics include things such as fitness and agility (STR, END, and DEX), general reasoning (INT), general knowledge (EDU), and using connections and social innuendo to further one's ends (SOC). Anyone can jump to a certain distance (DEX), but not everyone can pilot a starship (Piloting skill). However, general aptitudes do influence even the actions of professionals, for example the DEX DM is often added to Piloting skill throws.

Characteristic throws use only the Characteristic modifier, rather than the Characteristic + Skill of Skill throws. Characteristic throws do not suffer the -3 Unskilled penalty. Characters never suffer the -3 Unskilled penalty for Athletics throws.

Example: A character with EDU 5 tries to recall a fun piece of trivia. The Referee calls for an EDU characteristic roll. The roll is 2d6 with a penalty of -1.

Step 2: Background Skills

At the age of 14, before embarking in a career, your character has already learned a single skill. Choose a background type and one skill from its list.

Metropolis: You grew up in a massive city. You know how to interact with people, especially in an urban environment.

Port Town: Living in a seaside town meant that you spent some time around boats, the water, and fishing.

Aristocracy: You were part of the ruling class of a region. Depending on your Social Standing, you might not be anymore, but your background was one of luxury and privilege.

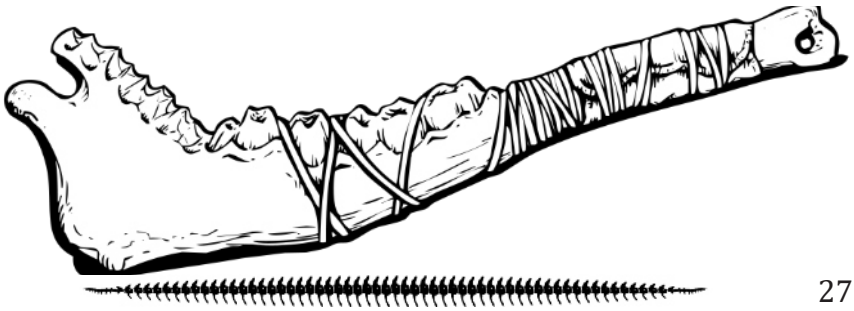
Priestly Acolyte: You were raised by priests or lay members of a religious order. You probably know how to read, and you learned something about human behavior and religious faith.

Peasantry: You grew up on a farm, or in a small village. Everyone farmed, or everyone starved.

Barbaric Wastes: You were raised in a wandering nomadic group that eked out an existence on the fringes of civilization.

Background Skills

Background	Available Skills (choose one)
Metropolis	Streetwise 1, Liaison 1, Sneak 1
Port Town	Watercraft 1, Craft 1, Athletics 1
Aristocracy	Carousing 1, Riding 1, Govern 1
Priestly Acolyte	Religion 1, Liaison 1, Leadership 1
Peasantry	Animals 1, Riding 1, Athletics 1
Barbaric Wastes	Animals 1, Scout 1, Survival 1



Step 3: Career

Characters start off at the age of 14. Then they "grow" through the lifepath character generation system. Once the character is complete, they become yours to play as you see fit. Their lifepath becomes their backstory, complete with tall tales, foibles, and important milestones that can have important impacts on future adventures. Players and Referees are encouraged to use the events of each character's lifepath to develop contacts, rivals, villains, and other recurring NPCs and facts that keep popping up in the game.

During lifepath generation, the character will accumulate a variety of skills in a variety of ways.Other skills are gained more conventionally as the character continues in their career. Finally, skill levels can be purchased at the end of character generation in exchange for Mustering Out Benefits (as the benefit of gaining a promotion). How does all this affect the lifepath system? Well, consider a Soldier who chooses a level in Liaison instead of a level of Melee Combat for a term skill: this means that during that term, the character's time was spent focusing on making connections, diplomacy, and deal making. What does that tell you, as the player, about the character? They might be less interested in martial skills than they are in interpersonal relationships. The same applies to skills purchased with Mustering Out Benefits. Each promotion gained from a Mustering Out Benefit brings with it an additional skill. This represents the character's high achievement in their career. They would rather focus on becoming better at their job than material gain. The decisions made in character generation should have a direct impact on the personality and backstory of the character when they are adventuring.

Note that the total sum of a character's skill Levels can never exceed the sum of their INT + EDU characteristics. However, first generate the character and list all skills, even if they exceed this limit. After Mustering Out, if the total of your skill points exceeds the sum of your INT + EDU, you may choose which skills to reduce to bring your total under the character's INT + EDU. You may reduce skills to Level Zero, as they do not count against the character's skill level total.

The Referee will usually determine the number of career Terms characters will go through prior to the game's start. Each Term represents roughly 4 years.

Step-By-Step Character Generation Checklist:

A. Term 1: Select a career.

1. Note your career's **Service Skills**. Raise one Service Skill to level 1. Gain the rest of your Service Skills at level 0.

2. Pick **TWO** skill levels from that career's available skills tables: Service, Specialist, or Advanced Education.

i. Characters must have an EDU 8+ to select from the Advanced Education table.

ii. A maximum of ONE skill level per term may be spent to improve any Characteristic by +1.

iii. No skill level may be higher than 2 in the first term.

iv. Roll on the Career's Event Table. This might increase the number of skills the character receives, or even cause injury. Note that if an event calls for a skill test, do not include any Attribute modifiers. Just throw 2d6 and add the skill level, if any. If the character does not have the listed skill, do not apply the -3 Unskilled penalty.

3. Increase the character's age by 4 years to 18 years old.

i. **OPTION**: Roll 1d6 for the number of years the character ages this term.

B. Second and Subsequent Terms: Select skill levels from available tables.

1. As characters advance in their careers, the number of skill levels available per term decreases. See the Master Character Generation Table, below.

2. A maximum of one skill level per term may be spent to improve any characteristic by +1.

3. Roll on the Career's Event Table.

4. Increase the character's age by 4 years.

Option: Roll 1d6 for the term length in years.

5. Roll for **Aging Effects** at the end of Term 4 and subsequent Terms. Note that even if the character is not yet 30 years old, begin rolling for aging effects at the end of Term 4. See the section on Aging, p. 70, below.

C. Mustering Out:

1. Roll for **Mustering Out Benefits** on the relevant career table. The number of Mustering Out Benefits is equal to 1, plus 1 per term served. The player may choose to roll on the Cash Benefits or Material Benefits table for each roll.

2. Skills as **Mustering Out Benefit**: You may purchase additional skill levels with a Mustering Out Benefit. Each bonus skill level costs one Mustering Out Benefit. Increase a skill level by 1 or add a new skill at level 1. Mustering Out Benefits may only ever increase a given skill by one level, though multiple skills may be increased in this manner.

3. **Option**: Determine Rank, based on the characters SOC attribute, using the table below.

4. **Option**: The Referee may assign additional level 0 skills (see the Skills chapter, p.17).

5. **Option**: The Referee may wish that each character has a skill from a given Skill Package (see below) in addition to their career skills. Select one skill from the indicated Skill Package. Each skill from a Package may only be selected once, by one character in the group.

6. Select 1 **Trait** from the Traits chapter for every 2 terms served, rounding up (see Master Character Generation Table, below).

7. Purchase **Equipment** using the money gained from rolling on the Cash table from Mustering Out Benefits. If desired, players can spend one Cash Table roll to purchase the Equipment Package most suited to their character's career. See Equipment Packages, below.

Master Character Generation Table

Terms	Age	Skill Levels Granted	Total Skill Levels*	Aging Roll?	Traits	Mustering Out Benefit Rolls	Total Events
0	14	1 (background)	1	No	1	1	0
1	18	2, plus a level 1 service skill	4	No	1	2	1
2	22	2	6	No	1	3	2
3	26	2	8	No	2	4	3
4	30	1	9	Yes	2	5	4
5	34	1	10	Yes	3	6	5
6	38	1	11	Yes	3	7	6
7	42	1	12	Yes	4	8	7

* As noted above, regardless of backgrounds, careers, and packages, the total number of skill ranks a character may possess may not exceed the sum of their INT and EDU Characteristics.

Optional Rule: Level Zero Skills

The Referee should select a handful of skills from the list below, representing the basic knowledge that all adventuring characters should have. We have divided the list into two broad categories, but Referees are free to make their own list of level zero skills that all characters know.

Level Zero Skill Table

Martial Characters	Non-Martial Characters
Archery	Animals
Carousing	Carousing
Melee Combat	Craft

Optional Rule: Skill Packages

Skill packages represent the broad genre that the Referee has in mind for adventures. The characters might be a disparate group, or they may all be very homogenous, either way, they may not have the right skills for whatever game the Referee is planning on running. The skills available in the skill packages listed below are meant to give characters the basic tools they need to deal with the sorts of adventures they might encounter. The Referee will indicate to the player group which skill package is available at the start of the campaign. Referees are also encouraged to make their own skill packages for their own campaigns.

Each character in the group should select a single skill from the package at level 1. However, each skill in each skill package is a one-time-use skill. Once it has been selected by a character, it may not be selected by another character. Not all the skills in a skill package need to be selected. A skill selected from a skill package will not increase the level of a pre-existing skill above level 1. A character with Scout 1 cannot increase the skill to Scout 2 by selecting the Scout skill in the Exploration skill package. However, if the character had Scout 0, then picking the Scout skill would raise the skill to level 1.

Skill Package Options

Campaign Style	Skill Package
Exploration	Scout 1, Craft 1, Riding 1, Natural Philosophy 1, Survival 1
Military	Leadership 1, Artillery 1, Melee Combat 1, Archery 1, Battle 1
Seafaring	Watercraft 1, Artillery 1, Craft 1, Scout 1, Healing 1
Trading	Govern 1, Liaison 1, Carousing 1, Streetwise 1, Steward 1
Criminal	Streetwise 1, Sneak 1, Govern 1, Scout 1, Deception 1

Optional Rule: Switching Careers

Some Referees allow characters to switch careers during character generation. This is simple enough. The player declares that the character switches careers at the end of one term and enters a new career at the start of the next term.

Characters in their new career receive ***one*** Service Skill from the new career at Level 0, and then proceed normally in their new career, using the Master Character Generation Table to determine how many skill levels they may pick in their new profession. The number of skills available that term depends on how many terms the character has already served. They do not receive any free level 1 skill in their new career. Mustering Out Benefits are rolled on the appropriate career table. It will be necessary to track which Mustering Out Benefit rolls are gained from each career. Reduce the total number of Benefit rolls by one for each career change to reflect the hardships that starting a new career often entails.

Optional Rule: Skill Limits

Some Referees and players may notice that there are plenty of opportunities to abuse the non-random nature of character generation in *The Sword of Cepheus*. While we would never accuse players of deliberately attempting to optimize their characters to be the best Scout/Natural Philosophy/Archery specialists in the realm, we acknowledge that these rules can produce characters with extremely high skill levels in a surprisingly narrow field. To reduce the chances of ridiculously specialized characters, we strongly suggest the following rule:

Skill Limits: Referees are well within their rights to limit starting Player Character skills to a maximum of level 3 in any skill. This still provides PCs with extreme advantages, especially when combined with good attribute modifiers and Trait bonuses. If a Career Event Table roll would improve a level 3 skill to level 4, the player should increase any other skill by +1 instead.

Optional Rule: Rank

Astute players and Referees may notice that this edition of *The Sword of Cepheus* does not use rank as a central part of the character generation process. Since characters are supposed to have left their prior careers and are now more independent adventurers, their former rank should not be that important. However, sometimes a character's previous achievements are useful as in-game fodder for adventures, and leverage in specific social situations. A former commander of a city militia would tend to have more clout than a mere guard who never distinguished themselves—at least, normally.

Use the following table to determine the character's base rank, based on their SOC attribute. Then roll 2d6 on the Rank Modifier Table and adjust the character's rank as indicated. Note that if a character spends Mustering Out Benefit spent on skill levels, treat every two Mustering Out Benefits as a promotion (round down): they were clearly more interested in advancing their career than they were accumulating wealth, but their Social Standing would certainly have a major influence on their career.

Note that Nobles start at SOC 10, and use a separate Rank Table, found below.

Ranks

SOC Attribute	Barbarian	Commoner	Pirate	Priest
2-4	Brave	Peasant	Crew	Acolyte
5-6	Warrior	Commoner	Bosun	Curate
7	Chief	Apprentice	Lieutenant	Priest
8-9	Warlord	Journeyman	Mate	Elder
10	Thane	Burgher	Captain	Primate
11-12	Jarl	Burgermeister	Commodore	Patriarch/ Matriarch

Ranks - Cont.

SOC Attribute	Rogue	Sailor	Scholar	Shaman
2-4	Footpad	Crew	Student	Initiate
5-6	Associate	Bosun	Undergrad.	Healer
7	Soldier	Midshipman	Graduate	Shaman
8-9	Lieutenant	Lieutenant	Master	Elder
10	Underboss	Captain	Doctor	Oracle
11-12	Consigliere	Commodore	Sage	High Shaman

Ranks - Cont.

SOC Attribute	Soldier	Sorcerer	Vagabond
2-4	Munifex	Acolyte	Vagrant
5-6	Optio	Initiate	Tramp
7	Centurion	Apprentice	Drifter
8-9	Primus Pilus	Mage	Wanderer
10	Tribune	Wizard	Rogue
11-12	Legate	Archmage	Traveller

Noble Rank Table

SOC Attribute	Rank
10	Tribune
11	Quaestor
12	Praetor
13	Legate
14	Proconsul
15	Consul

Rank Modifier Table

2d6	Rank Modifier
2	-3
3-4	-2
5-6	-1
7-8	0
9-10	+1
11-12	+2

Career Tables

The following pages contain the tables for twelve of the most common careers in Sword of Cepheus games. Referees are welcome to make more for their own campaigns and game worlds, using these twelve as examples. Included in each Career Table are the sub-tables for Service, Specialist, and Advanced Education skill choices. Finally, the Cash and Item Mustering Out Benefits sub-tables are included. As well, the Event table for each career is included.

Note that some careers have a minimum characteristic prerequisite to enter.

Barbarian

You were a savage denizen of the wilderness, as untamed and as resilient as the wilderness you lived in.

The Barbarian

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Animals	Survival	Craft	**1d6**	**Gold**	**Materials**
Melee	Sneak	Healing	1	10	Weapon
Archery	Battle	Leadership	2	20	Armor
Athletics	Watercraft	Liaison	3	30	+1 END
Athletics	Scout	Streetwise	4	50	Retainer
Survival	Melee	Religion	5	100	Hound
			6	150	Mount

2d6	Barbarian Event
2	**Injured** - roll once on the Injury Table.
3	**Civilized** – You spend time in a city or other area of “civilization”. Gain one level of either Carousing, Streetwise, Craft, or one Language.
4	**Spy** – You are sent to spy on another tribe. Throw INT 8+ to gain one level of either Deception or Scout.
5	**Hard Times** – Your tribe falls on difficult times. Throw END 8+. If you succeed, gain a level of Survival. If you fail, roll on the Injury table.
6	**Enslaved** – You are captured and enslaved by another tribe. You eventually escape but lose your Benefit roll for this term.
7	**Life Event** – Roll on the Life Event table.
8	**Savior** – You save the life of another tribe member. Gain an Ally.
9	**Travel** – You travel to strange, faraway lands. Gain one level of either Survival, Animals, Riding, or one Language.
10	**Hero** – During a daring raid on or by a nearby tribe, you save the life of several tribal members. Throw END 8+. If you fail, roll on the Injury table. If you succeed, gain an Ally. Either way, gain +1 Rank.
11	**Treasure** – You discover or steal a valuable treasure. Gain an extra Benefit roll.
12	**Benefactor** – You are befriended by one of the Jarls in your tribe. You gain one point of Social Standing.

Commoner

You belonged to the toiling classes: a peasant, an artisan, or – at best – a guild member.

The Commoner

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Animals	Steward	Religion	**1d6**	**Gold**	**Materials**
Riding	Liaison	Healing	1	10	+1 STR
Craft	Carousing	Leadership	2	10	Hound
Streetwise	Craft	Liaison	3	20	Ally
Athletics	Watercraft	Govern	4	50	Weapon
Carousing	Jack o'Trades	Animals	5	100	Mount
			6	200	Freehold

2d6	Commoner Event
2	**Injured** - roll once on the Injury Table.
3	**Criminals** – You run afoul of a group of criminals or the Thieves Guild. Roll Streetwise or Carousing 8+. If you fail, lose a Benefit roll. If you succeed, gain an Ally.
4	**Hard Times** – Your town suffers from disease or other natural disasters. Throw END 8+. If you fail, roll on the Injury table.
5	**Stolen Goods** – You are offered the chance to buy or sell some stolen goods. If you accept, throw Streetwise 8+. If you succeed, gain 1d6x10 GP. If you fail, lose your Benefit roll for this term. Either way, gain Streetwise 1. If you refuse the offer, gain an Enemy.
6	**Conscripted** – You are conscripted into the local noble's militia. Gain one level of either Scout, Melee Combat, Archery, or Athletics. You must also throw END 8+ to avoid a roll on the Injury table.
7	**Life Event** – Roll on the Life Event table.
8	**Travel** – You spend time travelling to strange and exotic places. Gain one level of either Riding, Survival, or a Language.
9	**Adventurers** – A group of adventurers enters your town, throwing around a lot of gold and causing trouble. Gain one level of either Melee Combat or Carousing.
10	**Apprenticed** – You are apprenticed to one of the merchants in your town. Gain one level of Craft.
11	**Lucky** – You have an especially good year. Gain a +1 modifier on one Benefit roll.
12	**Fame** – You are recognized by the people of your town as a natural leader. You gain one point of Social Standing.

Noble

You were a member of the ruling class – an aristocrat. You are at home in the hunting ground, the harem, and the noble court. **The Noble career is only available to characters with SOC 10 or better.**

The Noble

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Riding	Govern	Healing	**1d6**	**Gold**	**Materials**
Carousing	Animals	Battle	1	100	Ally
Govern	Liaison	Insight	2	200	Weapon
Leadership	Watercraft	Artillery	3	400	Steed
Melee	Deception	Natural Phil.	4	600	Hound
Archery	Carousing	Religion	5	600	Retainer
			6	1000	Holding

2d6	Noble Event
2	**Injured** - roll once on the Injury Table.
3	**Invaded** – One of your estates is invaded by foul beasts! Throw Leadership 8+ or Melee Combat 8+. If you succeed, increase the skill you used by one. If you fail, lose your Benefit roll for this turn.
4	**Attacked** – you are attacked by peasant scum. Throw END 8+. If you succeed gain one level of Melee. If you fail, roll on the Injury table.
5	**Duel** – You are challenged to a duel over a point of honor. If you refuse, reduce your Social Standing by one. If you accept, throw Melee Combat 8+. If you succeed, gain one point of Social Standing. If you fail, roll on the Injury table, and reduce your SOC by one. Either way, gain one level of either Battle or Deception.
6	**Hunting** – You spend time hunting on one of your estates or with others. Gain one of either Animals, Scout, or Survival.
7	**Life Event** – Roll on the Life Event table.
8	**Politics** – You become deeply involved in politics, becoming a player in the political intrigues of government. Gain one of either Deception, Liaison, or Govern, but also gain an Enemy.
9	**War** – Your country goes to war with an enemy and your ruler calls up the banners. Throw Leadership 8+ or Battle 8+. If you succeed, gain one level of SOC. If you fail, gain one level of the skill you rolled.
10	**Travel** – You travel extensively. Throw EDU 8+. If you succeed, gain one of either Carousing, Riding, or a Language.
11	**Party** – You spend your time attending balls and cotillions. Gain one of either Carousing, Deception, or Streetwise.
12	**Elevated** – Your hard work, or good connections, is rewarded and you gain one point of Social Standing.

Pirate

You were a corsair – terror of the seas, living off plunder and destruction.

The Pirate

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Streetwise	Craft	Battle	**1d6**	**Gold**	**Materials**
Watercraft	Scout	Insight	1	20	Weapon
Archery	Deception	Jack o'Trades	2	50	Armor
Melee	Artillery	Healing	3	100	+1 INT
Carousing	Sneak	Govern	4	200	+1 DEX
Athletics	Watercraft	Natural Phil.	5	400	Ally
			6	500	Ship

2d6	Pirate Event
2	**Injured** - roll once on the Injury Table.
3	**Battle** – You are involved in a notable fight at sea. Throw Watercraft 8+, Archery 8+, or Artillery 8+ to avoid a roll on the Injury table.
4	**Informant** – You are offered the chance to become an informant for a noble. If you accept, throw Deception 8+ or Sneak 8+. If you succeed, gain a +1 bonus on one Benefit roll. If you fail, gain an Enemy. Either way, gain a level in the skill you rolled.
5	**Slavery** – You have a chance to become involved with a slaver crew. If you choose to join the slavers, throw INT 8+ or Deception 8+. If you succeed, gain a +1 bonus on one Benefit roll. If you fail, gain an Enemy. Either way, you lose one point of Social Standing. If you do not join the slavers, gain an Enemy but do not lose Social Standing.
6	**Landlubber** – You spend a lot of time in port. Gain one of either Craft or Streetwise or learn one Language.
7	**Life Event** – Roll on the Life Event table.
8	**Scholarly Pursuit** – You take an interest in the workings of the ship. Gain one of either Navigation, Craft, or Watercraft.
9	**Bonus** – Your pirate ship raids a particularly wealthy merchant ship. Gain 1d6x100 GP.
10	**Smuggling** – You pirate ship engages in a bit of semi-legal smuggling for a change. Throw Deception 8+ or Watercraft 8+. If you succeed, gain a +1 bonus on one Benefit roll.
11	**Wizards** – You learn a bit of this and that from a friendly wizard. Gain either Sorcery or Natural Philosophy.
12	**Legendary** – Your deeds make you famous among other pirates. You gain one Benefit.

Priest

You were a man or woman of faith – a priest, cleric, or other spiritual leader of the worship of gods (or demons).

The Priest

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Religion	Religion	Leadership	**1d6**	**Gold**	**Materials**
Liaison	Survival	Deception	1	10	Holy Symbol
Leadership	Craft	Natural Phil.	2	10	+1 INT
Govern	Alchemy	Healing	3	20	Mount
Streetwise	Animals	Insight	4	50	+1 SOC
Steward	Riding	Sorcery	5	50	Magic Item
			6	100	Holding

2d6	Priest Event
2	**Injured** - roll once on the Injury Table.
3	**Dark Arts** – You are drawn to the darker aspects of your religion. Throw INT 8+. If you succeed, gain one level of either Sorcery, Religion, or Natural Philosophy. If you fail, roll on the Injury table.
4	**Holy War** – Your religion is attacked, or attacks, another religion or sect over theological differences. Throw Melee Combat 8+ or Athletics 8+. If you fail, roll on the Injury table. Either way, gain a level of the skill you rolled.
5	**Conversion** – You no longer believe your god is the true path and convert to another religion. Lose one rank and your benefit roll for this term as you change sects.
6	**Pilgrimage** – You go on a religious journey to a holy site. Throw EDU 8+ to gain one level of either Survival, Streetwise, or Steward.
7	**Life Event** – Roll on the Life Event table.
8	**Secret Knowledge** – You learn something that could disgrace a superior. If you disclose this information, gain an extra Benefit roll and an Enemy. If you keep it secret, gain a +2 bonus on your next Advancement roll and an Ally.
9	**Purge** – You spend time expunging heretics from your sect. Gain one level of either Insight, Sneak, or Scout. Gain an Enemy.
10	**Recruiting** – You spend time trying to convert heathens or other non-believers to your faith. Gain one level of either Carousing, Healing, or Streetwise
11	**Miracle** – You witness a miracle performed by your god. Gain one point of SOC and a Holy Symbol.
12	**Divine Blessing** – You have a personal interaction with your god. You gain one point in the Religion skill.

Rogue

You were a criminal, outlaw, bandit, or rebel.

The Rogue

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Streetwise	Archery	Survival	**1d6**	**Gold**	**Materials**
Craft	Liaison	Govern	1	20	Thieves' Tools
Carousing	Melee	Jack o'Trades	2	20	+1 INT
Deception	Riding	Healing	3	100	Weapon
Sneak	Sneak	Insight	4	200	Ally
Scout	Deception	Battle	5	400	Ally
			6	1000	Magic Item

2d6	Rogue Event
2	**Injured** - roll once on the Injury Table.
3	**Arrested** – You are arrested and charged with a crime. You can choose to defend yourself or hire a barrister. If you defend yourself, throw Govern 8+ or Liaison 10+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy.
4	**Slavery** – You are invited to join slavers. If you choose to take advantage of this opportunity, throw Deception 8+ or Intelligence 8+. If you succeed, gain a +1 bonus on one Benefit roll. If you fail, gain an Enemy. If you reject this opportunity, gain an Enemy.
5	**Thieves' Guild** – The local thieves' guild makes you an offer you can't refuse. If you accept, lose one Benefit roll, but gain a +2 bonus on your next Advancement roll. If you refuse, gain an Enemy.
6	**Betrayal** – You have the opportunity to backstab a fellow rogue for personal gain. If you do so, gain a+4 bonus on your next Advancement roll, but gain an Enemy. If you refuse, gain an Ally.
7	**Life Event** – Roll on the Life Event table.
8	**Jail** – You spend time in jail. Throw Streetwise 8+. If you succeed, gain one level of either Deception, Battle, or Melee Combat. If you fail, gain Streetwise 1 and an Enemy. Either way, lose a point of SOC.
9	**Gambling** – You are involved in a gambling ring. Gain a level of Carousing. You may wager any number of benefit rolls that you have earned. Throw Carousing 8+. If you succeed, gain your Benefit rolls back, plus half again as many as you wagered (round down, minimum of 1). If you fail, you lose all the Benefit rolls that you bet.
10	**Street Cred** – You work to improve your position within your gang or guild. Gain one level of either Carousing, Deception, or Leadership.
11	**Heist** – Crime does pay, gain an extra Benefit roll or Thieves' Tools.
12	**Legend** – You commit a crime that will be talked about for years. You gain one Benefit.

Sailor

You roamed the seas, whether as part of a government's navy, independent explorer, or as a merchant trader.

The Sailor

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Craft	Jack o'Trades	Govern	**1d6**	**Gold**	**Materials**
Watercraft	Craft	Leadership	1	10	Weapon
Archery	Liaison	Religion	2	50	+1 INT
Steward	Artillery	Healing	3	50	+1 EDU
Melee	Carousing	Natural Phil.	4	100	Ally
Survival	Athletics	Battle	5	100	+1 SOC
			6	200	Ship

2d6	Sailor Event
2	**Injured** - roll once on the Injury Table.
3	**Severe Weather** – A strong storm or hurricane threatens your ship or home. Throw Watercraft 8+. If you fail, lose a Benefit roll.
4	**Travel** – Your travels introduce you to new races and cultures. Gain a Language.
5	**Outpost** – Your ship is part of establishing a new trading outpost in a distant land. Throw EDU 8+. If you succeed, gain one of either Survival, Liaison, or Craft.
6	**Thief** – You find out one of your fellow sailors is stealing. Turn them in and gain an extra Benefit and an Enemy. Take a piece of the action and throw Deception 8+. If you succeed, gain a Benefit roll. If you fail, lose a Benefit roll and gain an Enemy.
7	**Life Event** – Roll on the Life Event table.
8	**This and That** – You learn a bit of everything. Gain Jack o' Trades.
9	**Bored** – Shipboard life can be tedious. Gain one level of Carousing to pass the time.
10	**Really Bored** – Time aboard ship is so boring, you must do something to entertain yourself, even if it means learning something. Gain one level of either Healing, Religion, or Natural Philosophy.
11	**Reward** – A good trading run means you gain an extra Benefit roll.
12	**Promoted** – Your naval exploits have become the talk of the town. You gain one point in the Watercraft skill.

Scholar

You were a learned person, an academic, or member of the professions such as a physician or advocate. **You must have at least EDU 8 to become a Scholar.**

The Scholar

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Govern	Alchemy	Religion	**1d6**	**Gold**	**Materials**
Craft	Govern	Alchemy	1	10	+2 EDU
Healing	Healing	Artifice	2	50	Ally
Liaison	Natural Phil.	Battle	3	50	Instrument
Insight	Healing	Jack o'Trades	4	100	Holding
Natural Phil.	Carousing	Natural Phil.	5	100	+1 SOC
			6	200	Magic Item

2d6	Scholar Event
2	**Injured** - roll once on the Injury Table.
3	**Attacked** – While conducting field research, you are attacked by a wild animal. Throw DEX 8+ to avoid a roll on the Injury table.
4	**Valuable** – You discover something quite valuable. Throw INT 8+ to gain an extra Benefit roll.
5	**Danger** – You work on a very dangerous, but potentially valuable project. Throw DEX 8+ or Insight 8+. If you succeed, gain one level of either Insight, Natural Philosophy, or Healing and an extra Benefit roll. If you fail, roll twice on the Injury table and take the lower result.
6	**Criminal** – You are approached by a criminal organization to perform illegal dissection or forbidden research for them. If you decline, gain an Enemy. If you accept, throw Insight 8+, Healing 8+, or Natural Philosophy 8+. If you succeed, gain a level in the skill you rolled and 1d6x10 GP. If you fail, lose a Benefit roll and gain Enemy.
7	**Life Event** – Roll on the Life Event table.
8	**Famous** – You become famous for your intellect. Gain +1 SOC.
9	**Cheating** – You have the opportunity to advance your career by cheating. If you refuse, you gain nothing. If you try to cheat, throw Deception 8+ or Govern 8+. If you succeed, gain a +1 bonus on two different Benefit rolls but also gain an Enemy. If you fail, lose a Benefit roll and still gain an Enemy.
10	**Nobles** – You work for a noble sponsor. Gain a +1 SOC or a noble Ally.
11	**Magic** – You conduct research into magic or the gods. Gain one level of either Alchemy, Artifice, Religion, or Sorcery.
12	**Reward** – Your hard work and dedication to your research has paid off. You gain one point of Social Standing.

Shaman

You were a witch doctor, druid, or other spiritual leader of tribal people, away from civilization. **You must have at least END 8 to become a Shaman.**

The Shaman

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Religion	Archery	Healing	**1d6**	**Gold**	**Materials**
Sorcery	Deception	Craft	1	10	Weapon
Survival	Scout	Alchemy	2	10	Spell
Alchemy	Riding	Artifice	3	20	Spell
Healing	Liaison	Jack o'Trades	4	20	Mount
Animals	Leadership	Melee	5	50	Magic item
			6	100	Hound

2d6	Shaman Event
2	**Injured** - roll once on the Injury Table.
3	**Pilgrimage** – Your spirit vision sends you on a quest. Throw END 8+. If you succeed, gain one level of Survival. If you fail, roll on the Injury table.
4	**Conversion** – Your tribe encounters missionaries from another god or belief system. Throw Leadership 8+ or Religion 8+. If you fail, lose a Benefit roll.
5	**Demons** – Your visions show you demons that must be fought. Throw Religion 8+ or Sorcery 8+ to avoid a roll on the Injury table.
6	**Spirit Animal** – You search for your spirit animal. Throw Religion 8+ or Sorcery 8+. If you succeed, gain a spell related to your spirit animal. If you fail, take a -2 penalty on your next Advancement roll as you question your abilities.
7	**Life Event** – Roll on the Life Event table.
8	**Nature** – You learn about the natural world and how to help your tribe. Gain a level in either Animals or Healing.
9	**Attacked** – Your tribe is attacked, and you must help defend them. Throw Melee Combat 8+ or Archery 8+. If you succeed, gain a level of whatever skill you rolled. If you fail, roll on the Injury table.
10	**Counselor** – You are asked to provide counsel to a powerful member of your tribe or clan, perhaps a chief or Jarl. Gain an Ally.
11	**Spirit Guide** – You encounter a spirit guide who leads you to new areas of understanding. Gain a Spell or a Magic Item.
12	**Spirit Walker** – You are recognized for your superior magic. You gain one point of Social Standing.

Soldier

You trained and fought as part of an organized force, be that an army or a mercenary company.

The Soldier

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Athletics	Craft	Healing	**1d6**	**Gold**	**Materials**
Archery	Carousing	Govern	1	10	Weapon
Artillery	Sneak	Jack o'Trades	2	50	Hound
Melee	Liaison	Leadership	3	50	Armor
Scout	Survival	Leadership	4	100	Mount
Riding	Battle	Steward	5	100	Steed
			6	200	+1 SOC

2d6	Soldier Event
2	**Injured** - roll once on the Injury Table.
3	**Command** – you lead a formation of soldiers into battle. Gain a level in either Leadership or Battle.
4	**Barbarians** – You are attacked by primitive barbarians. Throw Melee Combat 8+. If you fail, roll on the Injury table.
5	**War** – Your army is involved in a war with another kingdom. Throw INT 8+ or Survival 8+. If you succeed, gain an extra Benefit roll. If you fail, roll on the Injury table.
6	**Impressed** – You are attacked and forced to work on a sea-going ship. Throw END 8+. If you succeed, gain a level of Watercraft. If you fail, lose a Benefit roll.
7	**Life Event** – Roll on the Life Event table.
8	**Art of War** – You study the Art of War. Gain a level of Battle.
9	**Bureaucracy** – You get caught up in the politics of the military. Throw INT 8+. If you succeed, gain one level of either Govern or Leadership.
10	**Construction** – You are part of a group building the machines of war. Gain a level of Craft.
11	**Cavalry** – You are part of a mounted unit. Gain a level of either Animals or Riding.
12	**Hero!** You fight heroically in a battle and gain one Benefit.

Sorcerer

You practiced the dark arts of magic. **You must have at least INT 8 to become a sorcerer.**

The Sorcerer

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Natural Phil.	Religion	Alchemy	**1d6**	**Gold**	**Materials**
Alchemy	Streetwise	Religion	1	20	+1 EDU
Deception	Craft	Leadership	2	50	Spell
Insight	Healing	Jack o'Trades	3	50	Familiar
Artifice	Liaison	Healing	4	100	Spell
Sorcery	Sneak	Natural Phil.	5	200	Spell
			6	300	Magic Item

2d6	Sorcerer Event
2	**Injured** - roll once on the Injury Table.
3	**Daemons** – While working with magic you encounter a daemon. Throw Sorcery 8+ or Melee Combat 10+. If you fail, roll on the Injury table.
4	**Adventure** – You join a band of vagabonds on an adventure. Throw END 8+ or Sorcery 8+. If you succeed, gain one level of either Animals, Survival, or Riding. If you fail, roll on the Injury table. Either way, gain an extra Benefit roll.
5	**Nobility** – You are commissioned by a noble to cast a ritual spell. Throw Sorcery 8+. If you succeed, gain a noble Ally. If you fail, gain a noble Enemy.
6	**Religion** – While studying magic, you encounter a miracle. Throw EDU 8+. If you succeed, gain a level in Religion. If you fail, take a -2 penalty on your next Advancement roll.
7	**Life Event** – Roll on the Life Event table.
8	**Travel** – While searching for rare magical ingredients, you spend a lot of time travelling. Gain one level of either Animals, Riding, Survival, or a Language.
9	**Hard Work** – Sometimes even a great sorcerer must work for a living. Gain one level of either Art, Craft, or Healing.
10	**Relic** – You create, find, or steal a magical item. Gain a random Magic Item.
11	**Study** – You gain theoretical knowledge. Gain either +2 EDU or a level in Natural Philosophy.
12	**Fame** – Your skills with magic are well known. You gain one point of Social Standing.

Vagabond

You drifted from place to place, never fitting into proper society.

The Vagabond

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Survival	Liaison	Watercraft	**1d6**	**Gold**	**Materials**
Streetwise	Craft	Insight	1	10	Weapon
Melee	Jack o'Trades	Leadership	2	20	Hound
Deception	Animals	Govern	3	30	Ally
Sneak	Athletics	Healing	4	30	Weapon
Scout	Riding	Natural Phil.	5	100	Ally
			6	200	Mount

2d6	Vagabond Event
2	**Injured** - roll once on the Injury Table.
3	**Beggar** – You are reduced to begging to survive. Throw END 8+ to avoid a roll on the Injury table.
4	**Traveller** – You join with other vagabonds and travel around. Throw INT 8+ or Deception 8+. If you succeed, gain one level of either Survival, Streetwise, or Deception. If you fail, lose one Benefit roll.
5	**Foreigners** – Your travel among strangers. Gain an Ally or a Language.
6	**Tramp** – Your wandering takes you across the seas. Throw INT 8+ to gain a level in Watercraft.
7	**Life Event** – Roll on the Life Event table.
8	**Work** – You get a chance for honest work. Throw END 8+ or INT 8+. If you succeed, gain one level of either Art, Craft, or Steward.
9	**Unskilled** – You are hired as an unskilled laborer. Throw END 8+. If you succeed, gain +1 END.
10	**Thief** – You do what it takes to survive. Gain a level in Deception, Sneak, or Craft.
11	**Scavenger** – You manage to find something interesting. Gain a Magic Item.
12	**Legend** – You become a legend among wanderers. You gain one Benefit.

Life Events

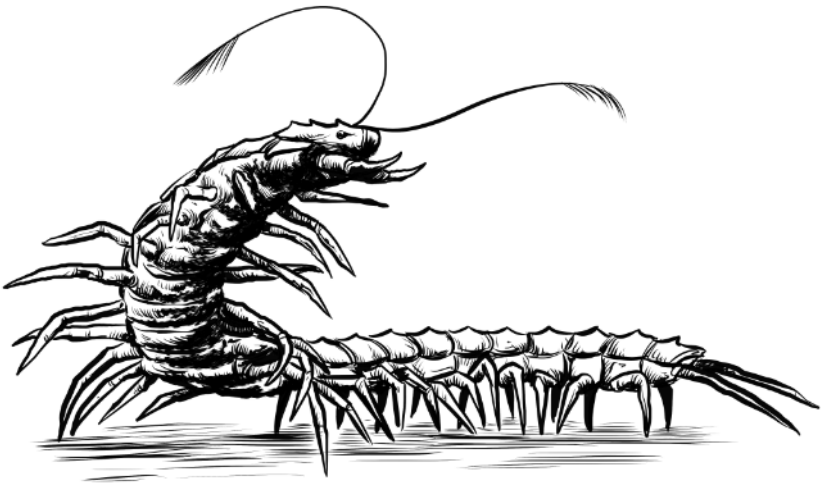
When instructed to roll for Life Events, use the table most appropriate to your character's homeland or location – Hinterlands, Village, or City. Finally, certain throws on the Life Events tables may prompt a roll on the Unusual Events table, given below.

2d6	Life Event – Hinterlands
2	You are attacked during a hunt. Throw Archery or Melee Combat 8+; if you fail, roll on the Injury table. In any case, gain one level of Survival.
3	A natural disaster or war changes your fortunes for the worse. Lose a Benefit roll.
4	A close friend betrays you. Change one of your Allies into an Enemy. If you have no Allies, you still gain an Enemy.
5	The local noble takes an interest in you, for better or worse. Either gain an Ally but lose a Benefit roll or gain an Enemy and gain a Benefit roll.
6	You spend time in the big city. Roll on the Life Event – City table.
7	You form a close relationship with someone. Gain an Ally.
8	You travel to far off locations and meet new people. Gain a Language.
9	Traders teach you more of the outside world. Gain +1 EDU.
10	You come into an unexpected inheritance. Gain 1d6x10 GP.
11	You have a very good year. Gain an extra Benefit roll.
12	Strange things happen. Roll on the Unusual Event table.

2d6	Life Event – Village
2	You are injured or become sick. Roll on the Injury table.
3	Your village is attacked by raiders or barbarians. Lose a Benefit roll but gain a level in either Melee Combat or Archery.
4	A romantic relationship ends. Badly. Gain an Enemy.
5	You work hard to help your village prosper. Gain an Ally and a jealous Enemy.
6	You travel to the big city or other exotic locations. Gain a level in Language or Streetwise.
7	You are married or form a close bond to someone else. Gain an Ally.
8	You do something heroic that everyone sees. Gain +1 SOC.
9	Traders come to your village and discover that you have something valuable. Gain an extra Benefit roll.
10	Something good happens to you. Gain 1d6x10 GP.
11	A noble wants what you have. Lose a Benefit roll or an Ally.
12	Weird things are happening. Roll on the Unusual Event table.

2d6	Life Event - City
2	You are mugged on your way home from the tavern. Roll on the Injury table.
3	A relationship ends badly. Change an Ally into an Enemy. If you don't have an Ally, you still gain an Enemy.
4	A plague sweeps through the city and you fall victim to it, barely surviving. Throw Healing 8+ to successfully treat your ailment; if you fail, you must either lose 1 point of END and 1 point of STR or roll on the Injury table.
5	Fire sweeps through your neighborhood. Throw DEX 8+. If you succeed, lose one Benefit roll. If you fail, roll on the Injury table.
6	You commit, or are the victim of, a crime. You must flee for your life. You must end your career and begin adventuring. With the Referee's permission, you may take one term in the Vagabond or Rogue career next term before starting your adventuring career. You lose all mustering out benefits, other than those granted by that one term in Vagabond or Rogue (if permitted by the Referee).
7	You gain an important friend or lover. Gain an Ally.
8	You travel to far off lands. Gain a Language.
9	Unexpected wealth comes your way. Gain 1d6x10 GP.
10	Something good happens to you. Gain an extra Benefit roll.
11	You briefly come in contact with royalty or a high noble. Throw SOC 8+ to gain a royal Ally.
12	Something strange happens to you. Roll on the Unusual Event table.

2d6	Unusual Events
2	You discover that you have a talent for magic. Gain one of either the Alchemy, Artifice, or Sorcery skills.
3	You find out you are the illegitimate child of a noble. On their deathbed, they acknowledge you and grant you a Freehold. If you are already a noble, you are granted a Holding. You also gain a noble Enemy. Family details are left to the Referee.
4	There is a devastating accident, and you lose everything. Lose all the Benefit rolls you have earned to this point.
5	You are attacked and left for dead. Throw END 8+ to get out with flesh wounds. If you fail, roll twice on the Injury table and take both results.
6	Someone really hates you. Gain an Enemy.
7	You develop a close group of friends. Gain 1d3+1 Allies.
8	A magical creature is attracted to you. Gain a Familiar.
9	You find something strange and wonderful. Gain a Magic Item.
10	You come into unexpected wealth. Gain 1d6x100 GP.
11	You don't know what happened to you. Almost a year has gone by, and you have no memory of what happened, where you were, or who you were with. We recommend that the Referee use this result for nefarious plot hook purposes.
12	You encounter one of the gods or another type of supernatural being. Gain one level of the Religion skill and +1 SOC.



Mustering Out – Material Benefits

When the character ends their lifepath generation process, they must roll for Mustering Out Benefits. These benefits can be gained as Gold, or as Material Benefits. Both represent the contacts, favors, trophies, and savings that the character has amassed over the course of their career. After deciding how many Mustering Out Benefit rolls the character will trade for additional skills, the player may elect to roll on the Gold or Materials Benefits tables for their character's career. Make this choice for each Benefit roll before rolling.

Ally: Gain an important and useful relationship with a person or group who can provide you with significant favors: a fence may facilitate the character's trade in stolen goods, while a bishop can serve as patron and supply highly useful information on church politics. The ally's background and position should be determined based on the character's career, as well as the skills and events they experienced during their career. Allies typically stay in one place, but some do move around. Abusing allies and not reciprocating the pre-existing positive relationship can lead to the loss of the ally. Note that characters with a positive SOC modifier also gain a number of free Allies equal to that characteristic modifier.

Armor: Gain a single suit of armor up to 60 GP in value. Multiple instances of this benefit allow either multiple suits of armor or more expensive armor: each additional Armor result provides 60 GP to spend towards armor.

Enemy: Gain a significant rival who will strive to make your life difficult. The enemy is neither omnipresent nor (necessarily) the main threat your character will face but will appear from time to time to cause you misery. The player and Referee should collaborate to develop the Enemy's reason(s) for hating the player character. This should involve elements of the character's career and Event Table results.

Familiar: Gain a special intelligent animal bound to you by magic. It may speak to its owner and is at least as smart as a young child. Familiars should have specific abilities based on species, at the Referee's discretion. The character may not have more than one familiar; if they roll Familiar more than one, any additional result grants a Magic Item. Use the Familiar Table below to determine what

creature enters the sorcerer's service. Refer to the Bestiary chapter (p.232) for details on creature statistics.

Each familiar is roughly the same in terms of basic statistics:

STR 7, DEX: 9, END: 9, INT: 8 INS: 9, PAC: 7. Stamina 11/Lifeblood 22

Athletics 2, Melee Combat 1, Scout 1, Sneak 1, Survival 1. Other skills are indicated in the creature's description.

Claws (1d6), Bite (1d6); Armor: 2; Speed: ground 10m/action, flying creatures, 20m/action;

Morale: +2

Special Abilities: These are listed in the creature entry, below.

Familiar Table

1d6	1d6	Familiar
1-3	1	**Bat**: A small nocturnal flying rodent. Can use its echolocation ability to detect invisible assailants.
	2	**Cat**: Black, naturally. Melee Combat 2, Scout 2
	3	**Hawk**: A majestic predator, with excellent vision at long ranges. Scout 2. It can fly 30m/action.
	4	**Miniature Dragon**: About the size of a large bird. Insight 1. Can breath fire for 1d6+2 fire damage, range 2m.
	5	**Monkey**: A small simian that can comfortably perch on a human's shoulder. Athletics 3, Deception 1
	6	**Owl**: A large species of owl. Insight 2, Scout 2
4-6	1	**Rat**: A large black rat. Deception 1, Scout 2, Sneak 2, Survival 2
	2	**Raven**: One of the most intelligent of birds, and very interested in gems. Insight 1, Scout 2.
	3	**Snake**: A medium sized, venomous snake (2m long max). Melee Combat 2, Sneak 2, Bite: 10+/2d6 toxin.
	4	**Spider**: This is a large species of spider, about the size of a tarantula. Scout 2, Sneak 2. Bite: 8+/2d6 toxin.
	5	**Toad**: A large, slimy toad. It has no special abilities, other than an aptitude at reducing the insect population.
	6	**Weasel**: This agile and active animal can move very quickly: Athletics 3, Scout 2, Sneak 2.

Freehold: Gain some minor property at the Referee's discretion: a farm in the countryside or a townhouse in the city. The freehold can serve as a secure base of operations, but even if its owner is not present it can serve as a modest source of income: the character may rent this property to tenants for 10 GP a month.

Holding: Gain a minor noble property at the Referee's discretion: a small tower on the borderlands, a mansion in a major city-state, or a manor and surrounding farmland in civilized lands. The Referee should strive to link this fiefdom to adventures. The holding generates 150 GP a season (600 GP per year) in revenue. Note that this is not a proper "domain" – only part thereof -- and that the character is not made a noble by virtue of this benefit.

Holy Symbol: Gain a symbol of the character's faith, made of high-quality materials.

Hound: Gain a war-dog or a hunting dog (see the Equipment chapter).

Instruments: Gain scientific or healing tools used by a scholar or healer (player's choice).

Magic Item: Gain a single-use magic item, such as a potion. The Referee should ensure that any magic item benefit fits within the context of the campaign world.

Mount: Gain a mount valued up to 60 GP. The exact species and breed are up to the Referee, depending on the campaign world. This may be a horse, a mule, a dinosaur, or even a giant insect. Multiple instances of this benefit allow either multiple animals or a more expensive mount.

Retainer: Gain a loyal retainer (see the Equipment chapter) with their highest relevant skill of 1. The retainer has a +2 modifier to Morale. No matter how loyal the retainer, the character must pay the retainer's monthly salary.

Ship: Gain a small galley or sailing ship. You may only receive this benefit once; reroll in any further case. It is recommended that only one character in the group own a ship. The character is responsible for upkeep and crew costs and may, alternatively, sell the ship.

Spell: Gain knowledge of a single spell beyond those given by your Sorcery skill. See the Sorcery chapter for further information.

Steed: Gain an excellent mount, worthy of a noble rider, at a value of up to 150 GP. Multiple instances of this benefit allow either multiple steeds, or a more expensive steed. The exact species and breed are up to the Referee based on the campaign world. Noble steeds may have further qualities, such as increased speed or a special color, at the Referee's discretion.

Thieves' Tools: Gain a set of Thieves' Tools, useful for picking locks, disarming traps, and working on other mechanical contraptions.

Weapon: Gain a single weapon valued up to 60 GP in value, including ammunition. Like the Armor benefit above, multiple rolls of this benefit mean either multiple weapons or a more expensive weapon.

Step 4: Stamina, Lifeblood, Traits, and Finalize the Character

The character's Stamina represents their toughness, and their ability to take a hit and shrug it off. Stamina is equal to the sum of character's END Characteristic + Athletics skill. For example, a character with END 7 and Athletics 1 will have Stamina 8.

The character's Lifeblood represents their resistance to injury. It is equal to twice the sum of the character's END Characteristic and Athletics skill. For example, a character with END 7 and Athletics 1 will have Lifeblood 16.

If the character lacks the Athletics skill, their Stamina simply equals their END score, and their Lifeblood simply equals twice their END score.

Purchase Equipment

Characters begin play with whatever equipment they have from their Material Mustering Out Benefits, as well as whatever they wish to purchase with the gold they accumulated through Events and Cash Mustering Out Benefits. Characters are not required to purchase anything, but it is generally advisable that they being play with a few useful items. If characters begin play with more equipment than they can conceivably travel with, then the Referee can deem their extra gear to be safely stowed nearby.

Referees might change equipment prices, or limit the availability of certain equipment, depending on their campaigns and how they plan on starting the game.

Equipment Packages

To speed up character generation we have included a pre-purchased equipment package for each of the basic twelve careers above. Each equipment package requires the expenditure of one Mustering Out Benefit – the package is bought from a roll of 3 on the Gold Benefit Table from each Career Table. Any gold that is left over is noted in the equipment package.

For non-human Careers, use an equipment package that corresponds somewhat to the lifepath generation of the character in question. Just be sure that the amount of gold pieces remaining is consistent with the amount of gold available from a roll of 3 on the non-human Career Table in question.

Barbarian	**Commoner**	**Noble**	**Pirate**
Hide/Fur armor (3)	Torches (6)	Saber (3d6)	Leather Armor (4)
Battle Axe (3d6)	Dagger (2d6)	Plate Armor (10)	Cutlass (2d6+1)
Short bow (2d6)	Knuckle Duster (1d3)	Shield, small	Grappling Hook
20 arrows	Hide Armor (3)	Saddle, Riding	Rope (100m)
Backpack	Sling (2d6)	Saddlebags x4	Dagger (2d6)
Bedroll	20 sling bullets	Lance (2d6)	Crossbow (3d6+1)
5GP	3 GP	2x Hunting Dogs	20 bolts
	8SP	Light War Horse	Bedroll
		Wineskin w/rare wine	Crowbar
		Tent	Torches (6)
		81GP	Wineskin w/rare wine
			10GP
			9SP
Priest	**Rogue**	**Sailor**	**Scholar**
Holy Symbol (simple)	Leather Armor (4)	Dagger (2d6)	Standard Rations (7 days)
Lantern	Dagger (2d6)	Crowbar	Lantern
Oil, common	Short Bow (2d6)	Wineskin w/rare wine	Oil, common
Flint and Steel	20 arrows	Cutlass (2d6+1)	Flint and Steel
Staff (2d6)	Thieves' Tools	Leather Armor (4)	Healer's Kit
1GP	Musical Instrument (lute)	10GP	Ink, black x2
	Wineskin w/Rare Wine		Dagger (2d6)
	7GP		3GP
Shaman	**Soldier**	**Sorcerer**	**Vagabond**
Fur armor (3)	Scale armor (5)	Dagger (2d6)	Dagger (2d6)
Staff (2d6)	Sword, short (2d6)	Spell Codex	Bedroll
Holy Symbol (simple)	Spear (2d6+1)	Oil, Common	Cudgel (2d6)
Bedroll	Shield, small	Acid, flask	Hide Armor (3)
Backpack	Wineskin w/Rare wine	Mirror, steel	Bread, course
0GP	1GP	10GP	9GP
			98CP

Traits

All characters who underwent a career gain Traits. Traits represent special, focused abilities and areas of training which make a character more talented and capable than their skills, characteristics, or career may indicate on paper. Each player character receives one Trait per 2 Terms in character generation (round up). For example, a character who served 1 Term before starting as an Adventurer would receive 1 Trait. A character that served 5 Terms would get 3 Traits.

Any character may choose any Trait for which they meet the prerequisites. When the Prerequisite is a skill, this means level 1 or higher. Skills at level 0 do not meet prerequisites.

Some Traits use the Advantage mechanic described in the Basic Game Mechanics chapter above. This amounts to "throw 3d6 and pick the higher two." For example, if you throw three dice and get a roll of 2, 3, and 5, your result will be 8 (3+5), as the 2 is discarded.

It is possible for characters to gain new traits during play. A new trait costs 30 XP after character generation.

Most non-adventuring, noncombatant NPCs will not have a Trait. They rely on their characteristics and skills alone. Only especially capable or talented NPCs may have one Trait, if any.

Trait List

Awareness

Prerequisite: INT 9+

The character has sharp senses and is difficult to surprise. When rolling the Scout skill to avoid surprise the character throws with Advantage. This applies even if the character does not have the Scout skill and rolls with the Unskilled penalty.

Note that this trait does not apply when the character is setting up a deliberate ambush; the Hunter Trait covers that instead.

Armor Piercing

Prerequisite: Melee Combat skill

The character knows how to hit weak spots in the enemy's armor in melee combat.

When attacking in melee, if the to-hit throw's Effect is +6 or better, ignore the target's armor.

Backstab

Prerequisite: Melee Combat skill

The character knows how to deliver a lethal blow to an unsuspecting victim.

When attacking an unaware target in melee, gain Advantage, and add 1d6 to the attack's total damage.

Battlemage

Prerequisite: Sorcery skill

The character knows how to use sorcery in combat. They gain a +1 bonus to initiative throws when attempting to channel a spell in combat. Furthermore, the character gains Advantage when making an opposed throw to dispel magic or overcome magic resistance.

Beast Friendship

Prerequisite: Animals skill

The character is well-versed in the natural world. The character gains Advantage when using the Animals or Natural Philosophy skill to identify flora or fauna. Furthermore, the character may take animals as loyal "retainers" with a morale modifier of +2.

Berserker

Prerequisite: END 9+

The character can become enraged when injured in combat, attacking with blind rage.

When injured in combat, assuming the character remains conscious, they may elect to unleash their rage. This grants a +1 modifier to hit and a +2 modifier to damage in melee combat, but also grants the character's enemies a +1 modifier to hit them. This lasts until the end of that combat encounter. The character may go berserk in any combat encounters in which they suffer new damage.

Blind Fighting

Prerequisite: Melee Combat skill

The character knows how to fight in darkness, using their other senses to compensate for any impairment to vision.

When fighting in melee combat, the character suffers no negative modifier to hit for fighting in dim light and only a -1 modifier for fighting in total darkness.

Combat Healer

Prerequisite: Healing skill

The character is trained in combat Healing and capable of bringing wounded comrades back to fighting condition.

As an action in combat, the combat healer may throw Healing/INT 8+ to immediately revive an unconscious character with Wounds. The revived character will still be wounded and prone. However, they will be able to act in the following combat round.

Combat Readiness

Prerequisite: Archery or Melee Combat skill

The character is quick to act and react in combat.

Gain a +1 modifier to all Initiative throws.

Ally

Prerequisite: None

The character has highly useful connections.

Gain 1d3+1 Allies (see the Character Generation chapter).

Contortionism

Prerequisite: DEX 9+

The character is extremely flexible and can squeeze or fold their body in a manner atypical of humans. The character may throw DEX 10+ to escape from bonds or chains or to slip through bars or portcullises. If they fail, they may reattempt the roll only if something has changed: they've been thrown on their backs, or if they have been moved to a new location, for example.

Danger Sense

Prerequisite: DEX 9+

The character instinctively senses danger and can try to evade enemy attacks even when unaware of the assailant. It can be very difficult to ambush this character effectively.

When the character is attacked by an enemy the character is unaware of, throw DEX 8+; if successful, the character uses their Dodge or Parry bonus (see the Combat chapter for further details).

Empath

Prerequisite: None

The character can easily read another person's emotions. This may or may not be an innate “magical” ability—Referee’s call.

Whenever trying to determine an NPC's emotional state, or find out if an NPC is lying, the empath makes an opposed Insight/INT throw with Advantage. This also applies to games of chance and bluffing, such as poker, where "reading" the rival is a central aspect to the game. At the Referee's discretion, this trait may also apply to Carousing or Liaison throws in appropriate situations.

Familiar

Prerequisite: Sorcery skill

The character gains a special intelligent animal bound to them by magic. The familiar is capable of speaking to its owner and is at least as smart as a young child. Familiars should have specific abilities based on species, at the Referee's discretion. A character may not have more than one familiar. This trait allows sorcerers to gain a familiar when they didn’t receive one as a Mustering Out Benefit.

Ghost

Prerequisite: Sneak skill

The character is experienced in using the cover of darkness to their advantage.

When sneaking in darkness conditions—wherever the -2 penalty to hit due to darkness would apply— the ghost makes Sneak skill throws with Advantage.

Hardy

Prerequisite: END 9+

The character is particularly hardy and resistant to injury.

Reduce the damage of the first (and only the first) successful attack on the character in a given battle by 2d6.

Hunter

Prerequisite: Scout skill

The character is an expert in ambushing prey, both animal and sentient.

The hunter throws with Advantage when making a Surprise throw from ambush.

Illusion Resistance

Prerequisite: INT 9+

The character is hard to fool by magic means. The character throws with Advantage when attempting to resist illusion spells and magical effects. At the Referee's discretion, this Trait might also help in opposed throws against the Deception skill in certain situations.

Immunity

Prerequisite: END 9+

The character is particularly resistant to toxins and pathogens.

When making a throw to resist poison or disease, the character throws with Advantage. When a healer treats this character for poison or disease, they too make the Healing throw with Advantage.

Low Profile

Prerequisite: DEX 9+

The character knows how to utilize cover very effectively.

When the character is behind hard cover, treat it as heavy cover (DM-3 to hit the character).

Marksman

Prerequisite: Archery skill

The character knows how to kill unsuspecting victims from a distance.

When attacking an unaware target in ranged combat, using an aimed shot, add 1d6 to the attack's total damage.

Martial Artist

Prerequisite: Melee Combat skill

The character is lethal in unarmed combat and can cause serious harm even without possessing significant physical might.

When making an unarmed attack, the character's damage increases to 1d6+STR Modifier rather than the regular damage of STR Modifier.

Master Sailor

Prerequisite: Watercraft skill

The character is an expert seaman and can easily outmaneuver others.

Throw with Advantage when determining Position in a naval chase.

Merchant

Prerequisite: Liaison or Streetwise skill

The character knows how to get the best deals for goods and services. Any item the character purchases costs only 90% of its list price, and any item the character sells goes for 110% of its base price. If both the seller and the buyer have this Trait, make an opposed Liaison/SOC or Streetwise/INT (as appropriate) throw to determine who gets the bonus.

Mystic Aura

Prerequisite: Sorcery skill

The character projects their magical power in an awe-inspiring manner. When making a reaction throw to impress or intimidate other people, the character throws with Advantage. On a "natural" throw of 12, the target is so impressed that they act as though they were enthralled (per the Enthrall spell) when in the sorcerer's presence; the Aura's effect ends within 1 hour, but the positive impression persists.

Packrat

Prerequisite: None

The character knows how to pack and carry equipment efficiently.

The packrat is unencumbered when carrying up to twice their STR in items, and up to three times their STR when carrying a Heavy Load.

Passing Without Trace

Prerequisite: Survival skill

The character knows how to leave no sign of passage in wilderness settings, and thus cannot be tracked. They may cover the tracks of two additional persons per rank in the Survival skill.

Profession

Prerequisite: EDU 9+

The character is highly skilled in a civil profession, such as an advocate, broker, or scribe and can earn 25gp per month from practicing this profession. This profession does not replicate any skill but may enhance (as noted below) certain aspects of a skill, for example Profession (Advocate) improves Govern throws related to law and courts.

Furthermore, when making a throw related to this profession, the character gains Advantage.

Note that this Trait can never augment Melee Combat, Archery, Artillery, Sorcery, Alchemy, or Artifice.

Prophecy

Prerequisite: Religion skill

The character dreams and feels the past and the future. The Referee should make these visions both cryptic and, occasionally, useful. Furthermore, once per week, the character can enter into a Prophetic Trance (as per the spell) without requiring a Sorcery throw or risking a mishap.

Rain of Arrows

Prerequisite: Archery skill

The character has mastered the bow and can perform amazing feats of arms with it.

When an arrow shot by the character does enough damage to cause an enemy to fall unconscious or die, the archer may immediately attack another enemy with the same bow. The character can only use this ability to gain one extra archery attack per combat round.

Rider

Prerequisite: Riding skill

The character is trained in riding animals, earthly and alien beasts alike.

When making a throw to remain mounted on an animal, or when rolling for Position in a chase, the rider gains Advantage.

Runner

Prerequisite: DEX 9+

The character walks and runs very quickly.

The character may add an extra d6 meters per combat action spent moving. The random die roll for movement rate is meant to represent the fact that the terrain may not be easy to traverse.

Sage

Prerequisite: EDU 9+

The character is an expert in a particular area of knowledge, such as astronomy, history, or mathematics. When making a throw related to that area of knowledge, the sage gains Advantage.

Sensing Power

Prerequisite: Sorcery skill

The character has a "sixth sense" related to magic. They immediately feel when someone casts a spell within 30m, even if the caster is concealed, and can tell if someone used magic within the location in the past 24 hours.

Signature Weapon

Prerequisite: Archery or Melee Combat skill

The character is particularly proficient in using a specific weapon.

Choose one specific weapon, such as a character's favorite sword or longbow; when attacking with that specific weapon, the character gains a +1 bonus to hit.

You may choose this Trait multiple times, each time the bonus is applied to a different weapon.

Note that this trait does not apply to a class of weapons (daggers), nor to a model of weapon (longbows), but to a specific weapon the character owns (the character's serrated dagger gifted to him by the head of his assassin's guild).

Spells

Prerequisite: Sorcery skill

The character gains two additional spells, above and beyond those granted by their Sorcery skill itself. Add the spells to the character's Codex and Repertoire.

Surgeon

Prerequisite: Healing skill

The character specializes in the advanced arts of healing.

When performing Trauma Surgery, the surgeon rolls with Advantage.

Thrower

Prerequisite: None

The character is especially adept at throwing knives and other thrown weapons.

Effective range for the character's knife and other thrown weapons becomes STRx2, and maximum range becomes STRx3.

Trade

Prerequisite: None

The character is skilled in a particular trade, such as masonry, carpentry, or blacksmithing. This does not replicate any skill but may enhance certain aspects of a skill, for example Trade (Weaponsmith) may enhance Craft skills to repair weapons.

When making a throw related to this trade, the character gains Advantage.

Vigilant

Prerequisite: INT 9+

The character constantly looks out for trouble and is always watching foes, even when on the move.

If the character used both actions in a combat round for movement, they automatically enter Overwatch mode without requiring a further action. This Trait is not cumulative with potions or plants providing similar effects or granting additional actions.

Injury

Various events in character generation call for rolls on the Injury table. In such a case, throw END 8+. Note the Effect of the throw and refer to the following table. Apply a -1 penalty if the character is in a military or martial career.

Injury Table

Effect	Result
-6 or less	The character is severely injured with lasting consequences. Roll 1D: 1-2, character loses a hand; 3-4, character loses an eye; 5-6, character loses a foot. Peg legs, eyepatches, and hook-hands ahoy!
-5 to -2	The character is injured and healed badly, though all limbs and organs function normally. Reduce their physical characteristics by 1 each, to a minimum of 1.
-1	The character is injured and does not heal completely, though all limbs and organs function normally. Reduce one physical characteristic by 2, to a minimum of 1.
0	The character is injured and suffers mild lasting injuries. Roll 1D: 1-2, character is badly scarred; 3-4, character loses a finger; 5-6, character loses several teeth.
1 to 5	Character is obviously scarred, though not severely so.
6 or more	Lightly injured. No permanent effects.

Aging

Characters must make aging rolls when they reach the age of 30. At the end of the 4th term, and on the end of each subsequent term, throw 2d6 on the following table. The character's total number of terms applies as a penalty to the throw. For example, a character who has had four terms in character generation rolls 2d6-4 on the table. Characters that used random term lengths (1d6 per term) begin rolling for the Effects of Aging at the end of the 4th term, regardless of how old they are.

Aging Crisis

If any characteristic falls to 0 due to aging, the character must throw 6+ to survive. If they are still alive after the aging crisis, that characteristic is fixed at 1. The character must subsequently retire from their career and begin adventuring.

Aging Table

2d6	Effect of Aging
-6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
-5	Reduce three physical characteristics by 2.
-4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
-3	Reduce one physical characteristic by 2, reduce two physical characteristics by 1
-2	Reduce three physical characteristics by 1
-1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

Character Generation Example

Rivkah wants to create a character for a new campaign. She decides that she likes the idea of a wild and unstoppable barbarian.

1. *Rivkah assigns a standard attribute array as follows: STR: 10 DEX: 7 END: 9 INT: 8 EDU: 6 SOC: 5*
2. *As a background, Rivkah chooses the Barbaric Wastes background, and selects Survival 1 as the character's skill.*
3. *Rivkah is informed that all characters in the upcoming campaign will have three terms for character generation. She takes the Barbarian Service skills at level 0: Animals, Melee Combat, Archery, Athletics, Riding, and Survival, which she already has, so it remains at level 1. She selects Riding 1 as the level 1 Service skill. She then puts one skill level into INT, raising it to 9, and selects Melee Combat 1 as another skill.*

Rivkah then rolls on the Barbarian Career Event Table and gets an 8: Savior. Rivkah's character saved the life of another member of the tribe, and she gains an ally as a result. Finally, Rivkah rolls 1d6 for the term length, getting a three-year-long first term.

Term 1: Rivkah the Barbarian STR: 10 DEX: 7 END: 9 INT: 9 EDU: 6 SOC: 5 Age: 17

Animals 0, Archery 0, Athletics 0, Melee Combat 1, Riding 1, Survival 1

Ally

For her second term, Rivkah gains two new skills, and selects Riding and Scout, for a total of Riding 2, and Scout 1. The Event Table result is 5: Hard Times. Rivkah throws END 8+ for a 7 + 1 (END) = 8, just enough to not suffer an injury. She gains a level in Survival instead, bringing it to Survival 2.

Term 2: Rivkah the Barbarian STR: 10 DEX: 7 END: 9 INT: 9 EDU: 6 SOC: 5 Age: 20

Animals 0, Archery 0, Athletics 0, Melee Combat 1, Riding 2, Scout 1, Survival 2

Ally

For her third and final term, Rivkah gains two more skills. She puts a level in Melee Combat, and a level in Watercraft. The Event Table result is 7: Life Event. The Referee reminds Rivkah to use the Hinterlands Life Event Table. The result is 5: a local noble has taken an interest in Rivkah. She decides to make an Enemy and gain an additional Mustering Out Benefit. The term length for this term is 1 year.

Term 3: Rivkah the Barbarian STR: 10 DEX: 7 END: 9 INT: 9 EDU: 6 SOC: 5 Age: 21

Animals 0, Archery 0, Athletics 0, Melee Combat 2, Riding 2, Scout 1, Survival 2, Watercraft 1

Ally, Enemy

For Mustering Out Benefits, Rivkah has four rolls (three from her Career, and one from a Life Event). She will forego rolling a Cash Benefit, and instead take the Barbarian Equipment Package. Rivkah will also spend one Mustering Out Benefit to gain an additional skill level. She chooses Athletics 1. She then rolls twice on the Materials Benefit Table, getting +1 END and a Hound, who she will name at a later date, although "Blade" is the main contender.

The Referee asks Rivkah to select one skill from the Exploration Skill Package list, and she selects Craft 1. As well, the Referee notes that all martial characters like Barbarians will have Archery, Melee Combat, and Carouse as level zero skills. Rivkah adds Carouse 0 to her skill list. Rivkah calculates her Stamina at 11, and Lifeblood 22.

Finally, Rivkah looks over the Traits, and selects two: Pass Without Trace, and Blind Fighting.

Rivkah the Barbarian STR: 10 DEX: 7 END: 10 INT: 9 EDU: 6 SOC: 5 Age: 21 Stamina: 11, Lifeblood: 22

Animals 0, Archery 0, Athletics 1, Carouse 0, Craft 1, Melee Combat 2, Riding 2, Scout 1, Survival 2, Watercraft 1. Traits: Pass Without Trace, Blind Fighting.

Ally, Enemy, Hound. Other Equipment: Hide/Fur armor (3), Battle Axe (3d6), Short bow (2d6), 20 arrows, Backpack, Bedroll, 5GP

Non-Human Careers

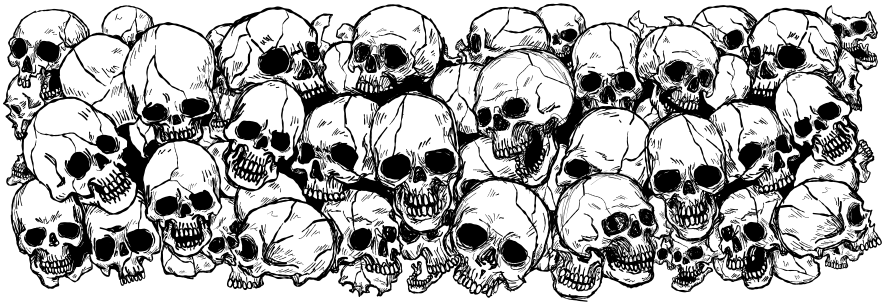
From savage lizard-kin to enigmatic elves, sword & sorcery tales often include non-human characters. For such occasions, we offer the following Careers as character options. Referees have final say regarding which non-humans are allowed in their campaign.

Human Ambition and Non-Human Limitations

Humans are ambitious by nature and archetypally seek to expand their personal power – as fast as possible and at any cost. Their deaths are imminent, after all. Non-humans, however, are often less ambitious. Those species with long lifespans do not feel the pressure of their own mortality. And they often learn at a much slower rate than short-lived humans. To represent this fact, the following limitations apply to all non-humans.

- Non-humans do not receive a background skill; their species is their background.
- Non-humans receive one less Trait than humans do.

Note that at the Referee's discretion, it may be possible to use the various non-human species' abilities with ordinary human careers, such as playing an Antediluvian Shaman or a Dwarven Noble. However, the tradeoff is that in such a case, the player will use the human career's events, rather than those written specifically for than non-human species.



Antediluvian

Eons before humanity rose to prominence, powerful and vast civilizations held sway. Alien and deeply steeped in the Arcane, these Antediluvian ancients reached heights of civilization undreamed of by contemporary humans. But hubris and avarice turned to decadence, and decadence begat decay. The magnificent edifices of these pre-human civilizations have long since crumbled to dust. Now, only ruins remain of their former glory. The last of these dying races still linger in the world dominated by humanity, wandering the land as shadows of their past. However, stricken as they are with the same inevitable doom of their dead civilization, Antediluvians still possess many of its secrets, especially those of high sorcery.

Antediluvian Abilities

- Antediluvians gain +2 to their INT and -2 to their CON characteristics.
- Antediluvians are particularly long-lived; they gain +4 modifier to Aging rolls.
- Antediluvians still retain the ancient pacts their ancestors made with demonic forces and demons still honor these pacts. Thus, antediluvians gain +2 modifier to Reaction rolls vs. demons and other supernatural or quasi-supernatural Chaotic beings.
- Antediluvians possess intricate and secret knowledge of the supernatural world, and thus enjoy +4 modifier to resist illusions and spells meant to charm or enthrall them.

The Antediluvian

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Natural Phil.	Deception	Govern	**1d6**	**Gold**	**Materials**
Archery	Healing	Religion	1	50	+1 INT
Alchemy	Leadership	Healing	2	50	Magic Item
Melee	Insight	Carouse	3	100	Magic Item
Artifice	Liaison	Sneak	4	150	Spell
Sorcery	Craft	Athletics	5	200	Spell
			6	300	Magic Item

2d6	Antediluvian Event
2	**Injured** - roll once on the Injury Table.
3	**Ancient Enemy**. Your bloodline's supernatural nemesis attacks you. Throw Sorcery 8+ or Melee Combat 8+; if you fail, roll on the Injury Table and gain an Enemy. If you succeed, gain an extra Benefit roll from the loot.
4	**High Sorcery**. You attempt to cast a powerful spell. Throw Sorcery 8+; if you fail, Roll on the Sorcery Mishap table in the Sorcery chapter. If you succeed, gain one spell.
5	**Heirloom**. You find a relic of your civilization's past. Gain a Magic Item.
6	**Adventure**. You join a band of vagabonds on an adventure. Throw END 8+ or Sorcery 8+. If you succeed, gain one level of Animals, Survival, or Riding. If you fail, roll on the Injury table. Either way, gain an extra Benefit roll.
7	**Life Event** – Roll on the Life Event table.
8	**Research**. You study deeply into your civilization's past. Throw Insight 8+; if you fail, research uncovers something horrible roll on the Sorcery Mishap Table; if you succeed, gain a Magic Item.
9	**Demon**. You consort with your dynasty's old demonic allies. Throw Sorcery 8+; if you fail, gain a major demon (Referee's Discretion) as an enemy; if you succeed, gain the demon as an Ally.
10	**Counsellor**. A noble hires you as an advisor. Gain them as an Ally.
11	**Religion**. You study your civilization's lost faith. Gain a level in Religion.
12	**Achievement**. Your long-term plans come to fruition, and you gain 1 point of Social Standing.

Draconid

Born from the magical manipulation of dragon eggs by ambitious sorcerers searching for the perfect shock-troops and bodyguards, Draconids blend human and dragon blood and carry the soul of a dragon. The original Draconids escaped from their master's and bred amongst themselves and with lizardfolk. Now, they roam the world. Only a few Draconids still exist, despite their best attempts at reproduction. The Draconids inherited the humanoid shape and mortality of their human progenitors, but also the magnificent reptilian might of their dragon blood and soul. They are terrifying on the battlefield, and often make powerful sorcerers.

Draconid Abilities

- Draconids gain +2 to their STR and -2 to their DEX characteristics.
- Draconids gain Advantage to resist fire.
- Draconids have a breath weapon. Once per day, they can breathe a 10m long, 5m wide (at the end) cone of flame, causing 2d6 fire damage to all within it (including setting targets on fire). This does not require a skill roll.
- Draconids have wings and can fly at a speed of 5m per action. However, their flight endurance is limited, and they must rest for at least one turn after every 10 rounds of flight. Subtract two minutes of flight time per level of Athletics skill from this resting period. For example, a Draconid with Athletics 3 will recover their flight ability within 4 minutes rather than one turn (10 minutes), and Draconids with Athletics 5 or above will only have to rest one round after ten rounds of flight.

The Draconid

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Melee	Craft	Govern	**1d6**	**Gold**	**Materials**
Archery	Artifice	Religion	1	100	+1 STR
Survival	Battle	Healing	2	100	+1 END
Battle	Liaison	Alchemy	3	150	Weapon
Scout	Animals	Leadership	4	200	Ally
Athletics	Riding	Sorcery	5	300	Armor
			6	500	Magic Item

2d6	Drakonid Event
2	**Injured** - roll once on the Injury Table.
3	**Warlord**. You lead a band of mercenaries in battle. Throw Battle 8+; if you fail, you fail your contract – lose one Benefit; if you succeed – gain a level in Leadership.
4	**Art of War**. You study the arts of war. Gain a level of Battle.
5	**Beast Rider**. You learn how to ride an exotic mount. Gain either Animals or Riding.
6	**Battle**. You have an opportunity to show your draconic prowess on the battlefield. Throw Melee Combat 8+ or Archery 8+; if you fail, roll on the Injury Table; if you succeed, gain a Benefit roll from the spoils of war.
7	**Life Event** – Roll on the Life Event table.
8	**Duel**. You fight another person in single combat for honor. Throw Melee Combat 8+; if you fail, a rivalry develops – gain that person as an Enemy; if you succeed, your opponent admires your skill at arms; gain them as an Ally.
9	**Gambling**. You make a high-stake bet. Throw 8+ on 2d6; on failure, you lose a Benefit; on success, you gain one.
10	**Trade**. You learn an honorable trade. Gain a level in Craft.
11	**Dragon Hunt**. You hunt a minor dragon. Throw Melee Combat 8+ or Archery 8+; if you fail, roll twice on the Injury Table and take the worse result. If you succeed, gain two extra Benefits.
12	**Heritage**. You gain a regal aspect of your draconic heritage. Gain 1 point of Social Standing.

Dwarf

Bearded, short and stocky, Dwarves are a mainstay of Nordic myth and classic fantasy literature. These dwellers of subterranean warrens and mines are hardy and tough, but also hard-working and sometimes greedy. A dwarf lives to work, to fight, and to party – equally at home in the mine or workshop, the battlefield, or the mead hall. Dwarves make great craftsmen and warriors, stout friends, and relentless enemies.

Dwarven Abilities

- Dwarves gain +2 to their END and -2 to their DEX characteristics.
- Dwarves are hardy and brave. They gain Advantage to all throws to resist poison, disease, and fear.
- Dwarves see well in the dark, allowing them to see in dim light as in daylight, and only suffer a -1 modifier to sight-related actions in darkness.
- Dwarves are resistant to magic. They can never learn the Sorcery skill (though they can learn and use Alchemy and Artifice) but do gain Advantage on throws to resist magic spells and effects.
- On a successful Craft/EDU 6+ throw, a dwarf can gain significant information about any masonry, underground construction, or excavation. We encourage the Referee to be generous with information gained from this ability – the dwarf can notice new construction, traps, secret doors, and even the species or culture who made the construction.

The Dwarf

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Melee	Artillery	Govern	**1d6**	**Gold**	**Materials**
Archery	Artifice	Religion	1	50	+1 STR
Craft	Alchemy	Healing	2	100	+1 END
Battle	Liaison	Jack o'Trades	3	150	Weapon
Scout	Animals	Leadership	4	200	Ally
Athletics	Streetwise	Natural Phil.	5	300	Armor
			6	500	Freehold

2d6	Dwarven Event
2	**Injured** - roll once on the Injury Table.
3	**Retainer**. You serve as a retainer to a Dwarven noble. Gain them as an Ally.
4	**Mercenary Work**. You fight for money, and excellent Dwarven mercenaries are paid very well. Throw Melee Combat 8+ or Archery 8+; if you fail, roll twice on the Injury Table and take the worse result; if you succeed, gain two extra Benefit rolls.
5	**Duel**. You fight another dwarf in single combat for honor. Throw Melee Combat 8+; if you fail, a rivalry develops – gain that person as an Enemy; if you succeed, your opponent admires your skill at arms; gain them as an Ally.
6	**Gambling**. You make a high-stake bet. Throw 8+ on 2d66; on failure, you lose a Benefit; on success, you gain one.
7	**Life Event** – Roll on the Life Event table.
8	**Dig**. You work in the mines. The work is honorable and tough but pays little. Gain +1 END.
9	**Battle**. You have an opportunity to show your dwarven prowess on the battlefield. Throw Melee Combat 8+ or Archery 8+; if you fail, roll on the Injury Table; if you succeed, gain a Benefit roll from the spoils of war.
10	**Drink and be Merry!** After a windfall, you spend your time drinking hard and partying harder. Gain a level in either Carousing or Streetwise.
11	**Apprentice**. You become an apprentice to a prominent Dwarven craftsman. Gain a level in Alchemy, Artifice, or Craft.
12	**Achievement**. You delved just deeply enough to gain 1 point of Social Standing.

Elf

Another important species in Nordic myth and classic fantasy tales, elves are the fey beings of the forest, long-lived, and graceful. Elves are supernatural creatures, steeped in sorcery and arcane knowledge. They tend to be enigmatic, and in some tales, they are not above replacing human children to with their own, or bewitching mortals for their own alien purposes. On the other hand, they are often staunch allies of humanity and dwarvenkind against Chaos and Darkness.

Elven Abilities

- Elves gain +2 to their DEX and -2 to their STR characteristics.
- Elves are long-lived. They enjoy a +2 modifier on Aging rolls.
- Elves are attuned to nature and thus gain Advantage to Sneak and Surprise rolls in natural surroundings.
- The elven sorcerous nature and connection to nature makes them immune to sleep spells and to ghoul paralysis; they also enjoy a +1 modifier to resist any magic spell cast against them.
- Elves have keen eyes and enjoy a +1 modifier to visual perception-related throws, such as detecting secret doors or noticing a sneaking enemy.

The Elf

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Archery	Alchemy	Govern	**1d6**	**Gold**	**Materials**
Insight	Liaison	Religion	1	25	+1 INT
Sneak	Sorcery	Healing	2	50	Spell
Scout	Craft	Artifice	3	100	Weapon
Athletics	Deception	Leadership	4	100	Freehold
Melee	Carousing	Battle	5	150	Familiar
			6	300	Magic Item

2d6	Elven Event
2	**Injured** - roll once on the Injury Table.
3	**Trolls**. Trolls attack your forest. Throw Sorcery 8+ or Melee Combat 8+; if you fail, roll on the Injury Table; if you succeed, gain an extra Benefit roll from the bounty.
4	**High Sorcery**. You attempt to cast a powerful spell. Throw Sorcery 8+; if you fail, Roll on the Sorcery Mishap table. If you succeed, gain one spell.
5	**Artifact**. You find an Elven relic. Gain a Magic Item.
6	**Adventure**. You join a band of vagabonds on an adventure. Throw END 8+ or Sorcery 8+. If you succeed, gain one level of Animals, Survival, or Riding. If you fail, roll on the Injury table. Either way, gain an extra Benefit roll.
7	**Life Event** – Roll on the Life Event table.
8	**Hunting**. You spend your time hunting ferocious beasts. Throw Archery 8+ or Survival 8+; if you fail, roll on the Injury Table; if you succeed, gain a level in either Animals or Sneak.
9	**The Beauty of Nature**. You spend your time admiring the vast beauty of the natural world. Gain either Animals, Art, or Survival.
10	**Commerce**. You trade with people outside your forest. Gain a level in either Deception or Liaison.
11	**Exploration**. You explore the wilds. Throw Scout 8+; if you fail, roll on the Injury Table; if you succeed, gain a level in Survival.
12	**The Fey**. You traffick with the mysterious Fey. Gain 1 point in the Sorcery skill.

Geckofolk

Geckofolk hail from the far deserts or deep jungles where they stalk their prey. They are slender and nimble, with large, slit-pupil eyes, thick tails, and adhesive fingertips. The geckofolk world is three-dimensional; these reptilians can easily climb anywhere. And from their perches they lurk, waiting, stalking, and hunting beasts of all kinds. Geckofolk are patient; the world can wait until they act, and when they do act, it is with lightning speed. In the civilizations of humanity, far from their remote homes, geckofolk often find work using their natural predatory talents as hunters, thieves, or assassins.

Geckofolk Abilities

- Geckofolk gain +2 to their DEX and -2 to their EDU characteristics.
- Geckofolk see well in the dark, allowing them to see in dim light as in daylight, and only suffer a -1 modifier to sight-related actions in darkness.
- Geckofolk can climb walls and ceilings with no need for any Athletics roll.
- Geckofolk with tails can shed their tail to avoid a Mortal Wound. This allows them to make a normal recovery from a Mortal Wound without rolling. However, once they shed their tail, they obviously cannot use this ability until it grows back, a process which takes 2d6 weeks.

The Geckofolk

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Sneak	Battle	Jack o'Trades	**1d6**	**Gold**	**Materials**
Scout	Liaison	Religion	1	10	+1 DEX
Archery	Streetwise	Healing	2	25	Thieves' Tools
Survival	Carousing	Insight	3	50	Weapon
Athletics	Melee	Leadership	4	100	Ally
Animals	Craft	Artillery	5	150	Armor
			6	200	Magic Item

2d6	Geckofolk Event
2	**Injured** - roll once on the Injury Table.
3	**Traveler**. You join up with some wanderers and travel around. Throw INT 8+ or Sneak 8+. If you succeed, gain one level of Survival, Streetwise, or Deception. If you fail, lose one Benefit roll.
4	**Assassination**. A noble offers you gold for a rival's head. Accept the job and gain an extra Benefit roll. Warn your potential victim and gain them as an Ally instead.
5	**Tails, You Lose**. A job or a hunt goes badly. Throw Sneak 8+ or Scout 8+; if you fail, roll on the Injury Table. If you succeed, you get away with the loot while your enemies are left with your tail! Gain an extra Benefit roll.
6	**Underworld** Life. You find success in the local underworld. Gain either a criminal Ally or a level in Streetwise.
7	**Life Event** – Roll on the Life Event table.
8	**Hunting**. You spend your time hunting ferocious beasts. Throw Archery 8+ or Survival 8+; on a failure, roll on the Injury Table; if you succeed, gain a level in either Animals or Sneak.
9	**Thieves' Guild**. The local thieves' guild makes you an offer you can't refuse. If you accept, lose one Benefit roll, but gain an automatic advancement. If you refuse, gain an Enemy.
10	**Betrayal**. You can backstab a prominent criminal or noble for personal gain. If you do so, gain an automatic advancement, but gain an Enemy. If you refuse, gain them as an Ally.
11	**Heist**. Crime does pay. Gain an extra Benefit roll, or Thieves' Tools.
12	**Life Insurance**. A shaman of your people, who owes you a favor, promises you to cast the rebirth spell on you once in the future.

Gnome

Remotely related to both elves and dwarves, gnomes live deeper in the forests than elves, and even deeper underground than dwarves. In their hidden homes the gnomes lead an idyllic lifestyle far from human civilization. Gnomes are, on average, 120cm tall. They practice innate and mostly benign sorcery and are natural pranksters. However, when external forces threaten their forests, or when the call of adventure lures them out of their woods, gnomes prove themselves to be cunning sorcerers and talented tinkerers. They detest open fighting and excel at using guerrilla tactics and trickery against their foes.

Gnomish Abilities

- Gnomes gain +2 to their INT and -2 to their STR characteristics.
- Gnomes are long-lived. They enjoy a +2 modifier on Aging rolls.
- Gnomes are attuned to nature and thus gain Advantage to Sneak and Surprise rolls in natural surroundings.
- Gnomes are adept at combat trickery against larger creatures. Any human-sized or larger creature attacking a gnome suffers a -1 modifier to hit.
- Gnomes begin the game with 3 spells of the player's choice. These come in addition to any spells gained in character generation.
- Gnomes are short-statured. They may not use two-handed weapons or long bows and all medium-sized weapons, such as swords and war axes, become two-handed. They may still use crossbows of any kind, though.

The Gnome

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Craft	Archery	Govern	**1d6**	**Gold**	**Materials**
Alchemy	Artillery	Religion	1	50	+1 INT
Sneak	Melee	Healing	2	100	Spell
Scout	Jack o'Trades	Artifice	3	150	Weapon
Deception	Insight	Leadership	4	200	Spell
Sorcery	Carousing	Liaison	5	300	Familiar
			6	500	Magic Item

2d6	Gnomish Event
2	**Injured** - roll once on the Injury Table.
3	**Trolls**. Trolls attack your forest. Throw Sorcery 8+ or Melee Combat 8+; if you fail, roll on the Injury Table. If you succeed, gain an extra Benefit roll from the bounty.
4	**Adventure**. You join a band of vagabonds on an adventure. Throw END 8+ or Sorcery 8+. If you succeed, gain one level of Animals, Survival, or Riding. If you fail, roll on the Injury table. Either way, gain an extra Benefit roll.
5	**Exploration**. You explore the wilds. Throw Scout 8+; on failure, roll on the Injury Table; on success, gain a level in Survival.
6	**Tinkering**. You spend your time building and repairing complex apparatuses. Gain a level in Craft.
7	**Life Event** – Roll on the Life Event table.
8	**Prank**. You attempt a practical joke at someone else's expense. Throw Deception 8+; if you fail, gain the victim as an Enemy; if you succeed, gain them as an Ally.
9	**Drink and be Merry!** After a windfall, you spend your time drinking hard and partying harder. Gain a level in either Carousing or Streetwise.
10	**Alchemy**. You become apprentice to a renowned alchemist. Throw Alchemy 8+; if you fail, you waste their time and resources – lose one Benefit; if you succeed, gain them as an Ally.
11	**High Sorcery**. You attempt to cast a powerful spell. Throw Sorcery 8+; if you fail, roll on the Sorcery Mishap table; if you succeed, gain one spell.
12	**Mad Tinkering**. You construct something marvelous and weird – gain one Magic Item from the Treasure chapter, but the Referee may assign a major quirk to such item.

Goblin

Some say that the wretched goblins are distantly related to gnomes – a theory which is highly offensive to both species. Whatever their origin, goblins are nasty, brutish, and short humanoids who dwell mostly underground. They have a reputation for being cowardly as individuals but brave once they outnumber their foes. Individual goblins, of course, can behave nobly or cruelly, regardless of the stereotypes others have of their species. While the archetypal goblin habitat is underground or in abandoned ruins, many goblins have migrated to cities, where they excel in peddling, salvage, and theft.

Goblin Abilities

- Goblins gain +2 to their DEX and -2 to their SOC characteristics.
- Goblins are adept at underground stealth and thus gain Advantage to Sneak and Surprise rolls in underground or urban surroundings.
- Goblins are adept at running away, and thus gain a +1 modifier to Position throws when they try to escape pursuers.
- Goblins are short-statured. They may not use two-handed weapons or long bows and use medium-sized weapons, such as swords and war axes, with two hands. They may still use crossbows of any kind.

The Goblin

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Sneak	Melee	Natural Phil.	**1d6**	**Gold**	**Materials**
Scout	Battle	Religion	1	25	+2 DEX
Archery	Riding	Healing	2	50	Thieves' Tools
Animals	Craft	Artillery	3	50	Weapon
Streetwise	Carousing	Leadership	4	100	Ally
Deception	Jack o'Trades	Insight	5	150	Armor
			6	250	Weapon

2d6	Goblin Event
2	**Injured** - roll once on the Injury Table.
3	**Sewage**. You dwell in your city's sewers. Throw END 8+; if you fail, you contract disease – lose one point of endurance; if you succeed, gain a level in Streetwise.
4	**Wolf Rider**. You learn how to ride wolves or giant rats. Gain a level in Riding.
5	**Underworld Life**. You find success in the local underworld. Gain either a criminal Ally or a level in Streetwise.
6	**Petty Theft**. You engage in minor acts of larceny. Throw Streetwise 8+ or Sneak 8+; on failure, you are caught – lose one Benefit roll as you bribe your way out of trouble; on success, gain a Benefit roll from your ill-gotten profits.
7	**Life Event** – Roll on the Life Event table.
8	**Scavenging**. You scavenge abandoned or "lost" items. Throw END 8+; if you fail, you contract a disease – lose one point of Endurance; if you succeed, gain an extra Benefit.
9	**Fencing**. You trade in illicit or stolen goods. Throw Streetwise 8+; if you succeed, gain an extra benefit roll. If you fail, lose a benefit roll Either way, gain a level of Streetwise.
10	**Thieves' Guild**. The local thieves' guild makes you an offer you can't refuse. If you accept, lose one Benefit roll, but advance in rank immediately. If you refuse, gain an Enemy.
11	**Troll**. You enter the service of a brutish and powerful troll – voluntarily or involuntarily. Throw Streetwise 8+; on a failure, the troll beats you up frequently – roll on the Injury Table; on a success, gain the troll as an Ally.
12	**Shaman**. A goblin shaman takes you on as an acolyte. Throw INT 8+; if you fail, you displease the shaman – gain them as an Enemy. But if you succeed, gain a level of Sorcery!

Halfling

Halflings are typically the jolly residents of pastoral shires, or the often-larcenous denizens of towns and cities. Halflings are short in stature, sport hairy feet, and normally profess a deep love for Pipe Weed. Halflings love fine food, fine wine, and abstaining from adventure. Occasionally, a halfling leaves their idyllic life in the countryside, or a life of petty theft in the city, to seek high adventures, often in the company of dwarves and sorcerers.

Halfling Abilities

- Halflings gain +2 to their DEX and -2 to their END characteristics.
- Halflings are adept at not being seen and thus gain Advantage to Sneak and Surprise rolls in any environment.
- Halflings appear childlike and non-threatening to many onlookers; they gain a +2 modifier to Reaction rolls in non-intimidating situations; however, halflings suffer a -2 modifier to Reaction and social skill throws when attempting to intimidate people.
- Halflings are excellent pickpockets and thus gain Advantage to Sneak throws when picking someone's pockets.
- Halflings are short-statured. They may not use two-handed weapons or long bows and must use medium-sized weapons, such as swords and war axes, with two hands. They may still use crossbows of any kind.

The Halfling

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Sneak	Archery	Natural Phil.	**1d6**	**Gold**	**Materials**
Scout	Liaison	Religion	1	50	+2 DEX
Carousing	Deception	Healing	2	50	Thieves' Tools
Animals	Craft	Insight	3	100	Ally
Streetwise	Melee	Leadership	4	150	Ally
Steward	Jack o'Trades	Athletics	5	200	Weapon
			6	300	Magic Item

2d6	Halfling Event
2	**Injured** - roll once on the Injury Table.
3	**Arrested**. You are arrested and charged with a crime. You can choose to defend yourself or hire a barrister. If you defend yourself, throw Govern 8+ or Liaison 10+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you choose to hire a barrister, lose one Benefit roll but gain an Ally.
4	**Odd Jobs**. You work some odd temporary jobs. Throw INT 8+ or Streetwise 8+; fail, and you lose money from shady business – lose one Benefit; succeed and gain a level in either Animals or Craft.
5	**Cookery**. You spend your time cooking, baking, and eating fine food. Lose 1 point of END from overindulging in easy living but gain a level in Carousing since you are an excellent host.
6	**Petty Theft**. You engage in minor acts of larceny. Throw Streetwise 8+ or Sneak 8+; if you fail, you are caught – lose one Benefit roll as you bribe your way out of trouble; succeed and gain a Benefit roll from your ill-gotten profits.
7	**Life Event** – Roll on the Life Event table.
8	**The Good Life**. You enjoy life! Lose one Benefit roll from your prodigious spending but gain an Ally from your extensive social mingling.
9	**Contraband**. You trade in illicit or stolen goods. Throw Streetwise 8+; if you succeed, gain an extra Benefit roll. If you fail, lose a benefit roll Either way, gain a level of Streetwise.
10	**Trolls**. Trolls try to cook and eat you—either order will do—but you escape. Throw Sneak 8+; if you fail, you lose some of your possessions in your hasty escape – lose a Benefit roll; if you succeed, you steal their treasure before you escape! Gain an extra Benefit roll.
11	**Thieves' Guild**. The local thieves' guild makes you an offer you can't refuse. If you accept, lose one Benefit roll, but advance in rank immediately. If you refuse, gain an Enemy.
12	**Achievement**. You gain 1 point of Social Standing.

Centaur

Centaurs are beings with the upper body of a human and the lower body and legs of a large horse. Centaurs have several sub-species, distinguishable by coloration and size. The typical centaur, presented here, stands 170cm at the base of the human back and a full 2.5 meters at full height. Females tend to be slightly smaller than males. A centaur weighs about 600kg and is considered a Large creature. Centaurs prefer to live in open plains or light forests where their large size works to their advantage. Centaurs are feared in battle and respected for their learning and intellect.

Centaur Abilities

- Centaurs are Large creatures, gaining +1d6to STR and END, but -2 modifier to DEX.
- Due to their larger size, Centaurs with STR 12+ may use a two-handed melee weapon in one hand without penalty.
- Centaur movement rate is twice that of a human on flat surfaces, 20m per turn, but they may not climb vertical surfaces and suffer a -2 modifier on rough or steep terrain, including stairs on all DEX or Athletic checks.

The Centaur

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Archery	Animals	Religion	**1d6**	**Gold**	**Materials**
Athletics	Carousing	Craft	1	10	Ally
Carousing	Liaison	Healing	2	50	+1 EDU
Melee	Melee	Govern	3	50	+1 INT
Scout	Sneak	Natural Phil.	4	100	Barding
Survival	Riding	Sorcery	5	200	Weapon
			6	500	Holding

2d6	Centaur Event
2	**Injured** – You are hurt. Roll twice on the Injury table and take the higher result.
3	**Injured** - roll once on the Injury Table.
4	**Skirmish** – Your herd fights against another herd, or other race, nearby. Throw Melee Combat 8+ or Archery 8+. If you succeed, gain a level of the skill you used. If you fail, lose a Benefit roll. Either way, gain an Enemy.
5	**Academic** – Study and learning are your passion. Increase your EDU by 1 and roll on the Advanced Education Table, even if you do not normally qualify.
6	**Travel** – You spend time outside the pastoral lands of your herd. Gain one of Athletics, Language, Survival, or Liaison.
7	**Life Event** – Roll on the Life Event table.
8	**Merchant** – You are part of a caravan journeying to far off lands. Gain one of Language or Melee Combat.
9	**Scout** – You are assigned advanced scouting duties for your herd, bringing you into contact with other herds and races. Throw Melee Combat 8+ or Liaison 8+. If you succeed, gain a level of the skill you used. If you fail, roll twice on the Injury table, and take the higher result. Either way, gain an Ally and an Enemy.
10	**Counsellor** – You are hired by a noble as an advisor or tutor. Gain them as an Ally.
11	**Magic** – You learn magic from a member of your herd, or another race. Gain one of Alchemy, Artifice, or Sorcery.
12	**Achievement** – You gain one point of Social Standing.

Insectoid

From the deep deserts, or the deep sewers, come the insectoids. Physically, they resemble 120cm-tall winged slender humanoid cockroaches, walking on their lower four legs and using their two upper limbs for fine manipulation. They have a pair of 30cm-long antennae on their heads, multi-faceted eyes, a mouth with four mouthparts, and four wings on their backs. These sentient insects are opportunistic, resilient, shady, and anarchic in nature. Insectoids are born merchants and scavengers. They travel widely and sometimes build their nests in the bowels of human cities. Insectoids have no kings; at most, a nest-mother may command respect from males, but this is far from any human kind of monarchy.

Insectoid Abilities

- Insectoids gain +2 to their DEX and -2 to their SOC characteristics.
- Insectoids are immune to common diseases; they gain Advantage when rolling to resist poison or any special or magical diseases.
- Insectoids can fly at a speed of 5m per action. However, their flight endurance is limited, and they must rest for at least one turn after every 10 rounds of flight. Subtract two minutes of flight time per level of Athletics skill from this resting period. For example, an Insectoid with Athletics-3 will recover their flight ability within 4 minutes rather than one turn (10 minutes), and Insectoids with Athletics 5 or above will only have to rest one round after ten rounds of flight.
- Insectoids are short-statured. They may not use two-handed weapons or long bows and must use medium-sized weapons, such as swords and war axes, with two hands. They may still use crossbows of any kind.
- Insectoids have 3 points of natural chitin armor, which is cumulative with worn armor.

The Insectoid

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Sneak	Archery	Carousing	**1d6**	**Gold**	**Materials**
Liaison	Scout	Religion	1	25	+1 DEX
Govern	Athletics	Healing	2	50	Thieves' Tools
Survival	Melee	Craft	3	50	Weapon
Streetwise	Insight	Leadership	4	100	Ally
Deception	Watercraft	Riding	5	150	Ally
			6	200	Magic Item

2d6	Insectoid Event
2	**Injured** - roll once on the Injury Table.
3	**Petty Theft**. You engage in minor acts of larceny and fraud. Throw Streetwise 8+ or Sneak 8+; if you fail, you are caught – lose one Benefit roll as you bribe your way out of trouble; if you succeed, gain a Benefit roll from your ill-gotten profits.
4	**Traveler**. You join with wanderers and travel the land. Throw INT 8+ or Sneak 8+. If you succeed, gain one level of Survival, Streetwise, or Deception. If you fail, lose one Benefit roll.
5	**Underworld Life**. You find good success in the local underworld. Gain either a criminal Ally or a level in Streetwise.
6	**Trade Caravan**. You travel out of town in pursuit of trade. Throw Govern 8+ or Liaison 8+; if you fail, the deal goes bad and you gain nothing; if you succeed, gain one Benefit roll and an Ally in the far destination.
7	**The Bug Life**. Roll on the Life Event table.
8	**Contraband**. You trade in illicit or stolen goods. Throw Streetwise 8+; if you succeed, gain an extra Benefit roll. If you fail, lose a Benefit roll Either way, gain a level of Streetwise.
9	**Thieves' Guild**. The local thieves' guild makes you an offer you can't refuse. If you accept, lose one Benefit roll, but advance in rank immediately. If you refuse, gain an Enemy.
10	**Robbery**. A criminal gang attempts to rob you of your goods and wealth. Throw Streetwise 8+ or Archery 8+; if you fail, lose a Benefit roll and roll on the Injury table; if you succeed, gain a level in Streetwise.
11	**Nest Mother**. You gain the respect of an insectoid nest mother, and even a chance to mate. Gain her as an Ally.
12	**Achievement**. You gain one point of Social Standing.

Revenant

Some say that death brings final rest and respite to mortals. However, some spirits cannot rest, and death is not necessarily final. Drawn to the living world by an oath unfulfilled or a mortal sin unconfessed, revenants emerge from the grave to set right the wrongs of their former lives. Most revenants are evil undead, acting in vile ways to pursue the crimes they committed while living. A few, however, evade the dark grasp of the Dread Gods and retain their free will. Some even retain the moral codes they held during their mortal lives.

Revenants are free-willed undead. They must consume the blood and flesh of living, or recently dead, sentient beings to exist. An evil revenant will gleefully engage in cannibalism. Others will steal corpses from coffins and gallows, feed on the flesh of evil people, or drink some blood of the living without killing anyone. A revenant has a mission, its overriding purpose for coming back from the afterlife. Revenge, Justice, Redemption—these are the sorts of things that drive revenants. Whatever the motivation is, it is specific to that revenant, and should be well-defined for PCs. The revenant's mission keeps the dead character walking. It should take precedence over other goals. Once the mission is completed, the revenant usually dies; alternatively, a Referee may allow the revenant character to assume a new all-consuming goal.

Note that revenants are reviled by the living. They must take great efforts to disguise their true form, lest the living cower from their terrifying presence, or try to slay the un-living character. A prudent Referee should consider allowing this character option carefully, and only allow experienced players to play revenants.

Note that for a Revenant, you should roll a human career, then apply the Revenant abilities and limitations after mustering out from said career.

Revenant Abilities and Limitations

- Revenants gain +2 to their END and -2 to their SOC characteristics.
- Revenants do not need to sleep and enjoy a +1 modifier to resist paralysis and other mind-numbing spells.
- Revenants may never be “reborn” using the Rebirth spell.
- Revenants are dead and thus do not have to breathe; they must only eat flesh and drink blood for sustenance and healing purposes.
- Revenants are immune to all diseases and poisons, including magical ones.
- Healing spells and potions damage revenants. There is no magical way to heal revenants – they must feed to heal.
- Revenants are vulnerable to all spells affecting undead.
- Revenants suffer a -2 modifier to Reaction throws, except for those aimed at intimidating others, in which case they enjoy a +2 modifier.
- Revenants never heal naturally. Instead, they must consume the flesh and blood of living or recently killed sentient beings. Drinking the blood of a sentient being while keeping them alive heals the Revenant as if they have rested for one day. Eating a dead sentient being heals them as if they have rested for two days.
- Revenants may not advance using the XP rules.

Troll

Trolls are massive, lumbering humanoids. They are not very bright but have great brute strength and are very hardy. Trolls sometimes bully the weak and are often hired to serve as enforcers or bodyguards. Occasionally a troll has been known to become a hero in the service of Law. Whatever the circumstances, a troll is a force to be reckoned with.

Troll Abilities

- Trolls gain +2 to their STR and END and -2 to their INT and EDU characteristics.
- Trolls are large. They can wield two-handed weapons in one hand or use troll-sized two-handed weapons: double cost, +1d6 to damage. They require especially large armor, which costs twice the usual price.
- At the Referee's discretion, trolls may have difficulties entering smaller spaces intended for shorter species, such as goblins or halflings. They also require special mounts (such as giant lizards) to ride, since horses are too small for them.
- Trolls are ugly, brutish, and generally reviled. They suffer -2 modifier to all Reaction and social skill throws.
- Trolls heal quickly. They heal Light Wounds immediately after combat and heal Severe Wounds within 2d6 days rather than 5d6 days. However, they heal wounds received from acid or fire at twice the normal rate.

The Troll

Service Skills	Specialist Skills	Advanced Education	Mustering Out Benefits		
Melee	Artillery	Alchemy	**1d6**	**Gold**	**Materials**
Athletics	Scout	Religion	1	10	+1 STR
Archery	Riding	Healing	2	25	Weapon
Animals	Sneak	Craft	3	50	Armor
Battle	Liaison	Leadership	4	50	+2 END
Survival	Streetwise	Jack o'Trades	5	200	+2 STR
			6	200	Magic Item

2d6	Troll Event
2	**Injured** - roll once on the Injury Table.
3	**Guard Brutality**. You hire yourself as a guard or enforcer for the local lord or an underworld boss. Throw STR 8+; if you fail, you are reviled – gain an Enemy; succeed, and gain a level in Streetwise.
4	**Troll Farming**. You use your superior strength for agricultural work. Gain +1 END or a level in Animals.
5	**Blood Sport**. You try your luck as a gladiator. Throw Melee Combat 8+ to gain a level in Athletics; if you fail, roll on the Injury Table.
6	**Brutish Might**. You fight for gold and glory. Throw Melee Combat 8+; if you succeed, gain an extra Benefit roll; if you fail, roll on the Injury Table.
7	**Life Event**. Roll on the Life Event table.
8	**Feed the Troll**. You attempt to feast upon the soft flesh of your enemies. Throw Melee Combat 8+; fail and roll on the Injury Table; succeed and gain +1 END.
9	**Duel**. You fight another troll in single combat for honor and glory. Throw Melee Combat 8+; if you fail, a rivalry develops and you gain that troll as an Enemy; if you succeed, your opponent admires your cunning and strength; you gain them as an Ally.
10	**Gambling**. You make high stakes bet. Throw 8+ on 2d66; if you fail, lose a Benefit; succeed, you gain one Benefit.
11	**Circus Performance**. You show off your superior strength to entertain others. Gain an extra Benefit roll.
12	**Shaman**. A troll shaman takes you as an acolyte. Throw INT 8+; if you fail, you displease the shaman and gain them as an Enemy. If you succeed, you have learned something: gain a level in Sorcery!

Character Advancement

The Sword of Cepheus characters can advance in skill through experience. Players advance their characters by spending Experience Points (XP). A Character will typically gain 1 XP per session. The Referee might award 2 XP for a session if the character was very successful in their endeavors. Characters can only increase their skills during downtime in-game: periods of relative quiet and inactivity where they can focus on themselves and their personal development. Note that skill or characteristic advancement is incremental: for example, to increase a skill from Level 1 to Level 3, the character must first purchase Level 2 and only then Level 3. In general, XP awards should allow a character to advance slowly.

Increasing Skills

Spend XP to increase skills per the following table. Skills can be improved by exercise or study, represented by spending XP, as noted in the table below.

Increasing Skills

Desired Skill Level	XP Cost
0	2
1	10
2	20
3	30
4	40
5	50

Note, however, that the total sum of a character's skill levels still may not exceed the sum of their current INT + EDU characteristics. Level 0 skills do not count towards the calculation of maximum skill levels.

Learning Languages

You may learn a new language by investing 5 XP.

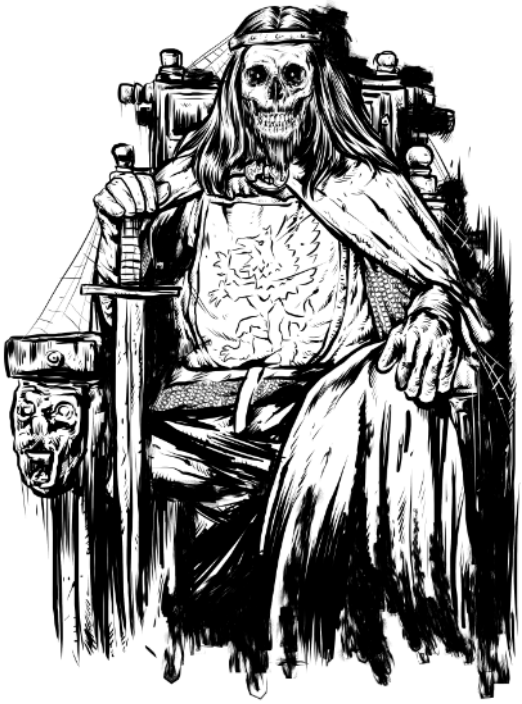
Gaining Traits

You may gain a new Trait by investing 30 XP. The character must meet all the prerequisites to purchase the Trait.

Optional Rule: Improving Characteristics

Some Referees may allow characters in their games to improve their characteristics. If this is the case, then any characteristic may be increased via XP expenditure, except for Social Standing.

To improve a characteristic by one point, spend XP equal to three times the new value. So, to improve a characteristic from 7 to 8 costs 24XP. The human maximum for any characteristic is 15, and Referees may wish to limit the number of times a given characteristic may be improved to 2 or 3. Social standing can only be improved by social advancement, which is accomplished through role-playing and successful adventuring, such as gaining the favor of nobles or growing in renown from deeds of great valor.



Adventuring

Sword of Cepheus is a game of memorable fantasy adventure. Many of the challenges adventurers face may be overcome with cunning, magic, or force. However, some obstacles are much more mundane. Nevertheless, they can pose a significant challenge to even the mightiest warrior. This chapter discusses several topics related to adventuring, including wilderness exploration, sailing the high seas, and many other day-to-day realities that await the player characters.

Dungeoneering

Many old-school adventures, especially those written for the Original Fantasy Role-Playing Game and related games, often occur in underground dungeons or ruins. Here are a few comments about running such adventures in Sword of Cepheus.

Breaking through a stock or locked door requires an Athletics/STR 8+ throw and takes 1d6 rounds; apply a +4 modifier to the roll if the PCs have an appropriate item to serve as a battering ram. This procedure, of course, is very noisy and may alert nearby creatures. The Referee may rule that the target number of the throw should higher or lower based on the door's strength. Picking a lock is a Craft/INT or Sneak/INT 8+ throw, with modifiers based on the lock's complexity.

Spotting a secret door or a concealed trap requires a Scout/INT 8+ or Insight/INT 8+ throw. This can be subject to modifiers, making the difficulty much higher in the case of very well-concealed traps. The Referee should not answer definitively that there are no traps present unless the Effect of the throw is 6 or higher. In all other cases, the players should be told that they have not "detected any traps" and proceed accordingly.

Light and Darkness

Whether underground at any time or in the city's back alleys at night, darkness is a common occurrence when adventuring. Well-prepared adventurers bring light sources with them, such as torches and lanterns. Such handheld light sources shed light to a 10m radius, with dim light extending 5m beyond that. Torches burn continuously for 6 turns (1 hour), while a lantern burns a flask of oil in 24 turns (4 hours).

Darkness incurs a -2 penalty to all attack throws, while dim light incurs a -1 penalty.

Light and darkness affect surprise chances: see the Combat chapter for how surprise works. Characters carrying light sources in darkness cannot surprise opponents since their torches or lanterns makes them obvious targets. Characters in darkness without light sources gain a +1 modifier bonus to surprise throws.

Rations, Foraging, and Hunting

A person must consume 1kg of food and approx. 4 liters of water per day of strenuous activity typical of adventuring. Characters may go without food for 2 days with no significant effect, after which the character becomes Fatigued and loses 1 point of Endurance per day. Characters who have not eaten for over 2 days cannot heal any wounds. Consuming enough food for a day (along the course of the day – not all at once.) restores the character's ability to heal and removes the Fatigue. Characters who go without water for a single day are Fatigued and suffer 1d6 damage per day afterwards; the character may heal only after consuming one day's supply of water.

In most arctic, temperate, or tropical wilderness settings, water is easy to locate, and should pose no problem to the characters. In a desert, finding a source of water requires a Survival/INT or Survival/EDU 8+ throw, made once per day.

A character may forage for food while travelling without hindering travel speed. For each day of foraging while traveling, throw Survival/INT 10+. Success indicates finding enough food for 1d6 human-sized creatures. Apply a +1 modifier to this throw in more hospitable environments, and -1 penalty in hostile ones, such as deserts.

In lieu of traveling, a character may attempt to hunt. Throw Survival/INT or Scout/INT 8+ once a day to secure enough food for 2d6 human-sized omnivorous of carnivorous creatures. However, hunting is the sole activity per the day and precludes travel. Furthermore, this results in one wilderness encounter throw on the appropriate terrain travel while hunting. As above, apply a +1 modifier to this throw in hospitable environments, and a -1 modifier in hostile ones, such as deserts.

Roaming the Seas

Setting sail on an open sea, or even a large river or lake, is a complex operation. The following rules provide a simple outline for such adventures.

Ships move across the seas at a daily speed as given on the vehicle table in the Equipment chapter. This distance is for 12 hours of travel per day, as is the case of rowed ships traveling along the coastline.

At the beginning of each day at sea, throw 2d6 and consult the following table:

Sea Wind Conditions

2d6	Wind	Sailing speed
2-4	Becalmed	No sailing possible
5	Light breeze	25%
6	Moderate breeze	75%
7-8	Average winds	100%
9	Strong winds	125%
10	Very strong winds	175%
11-12	Gale	200% but see below

In a gale, ships may be damaged or sunk. On a seaworthy ship, every hour, the captain throws Watercraft/INT 8+; on failure, the ship takes one Regular Damage result (see the Vehicle Combat chapter). Galleys and other rowed vessels automatically take a Regular Damage result every hour, and their captain must throw Watercraft/INT 6+ every hour to avoid sinking. Galleys in sight of a coastline when the gale hits can beach to avoid the gale. The ship may automatically beach on a clear shore, but if the shore is rocky or otherwise not easily accessible, the captain or navigator must throw Watercraft/INT 8+ to find a safe harbor and may retry this throw every hour.

Lost at Sea

At the beginning of each day of water travel, the Referee should make a Watercraft/EDU throw, at a difficulty shown on the table below, using the ship's navigator's or captain's Watercraft skill. Failure will mean that the ship will deviate from its course. For every point of Effect below the threshold, the ship will have deviated the listed amount. For example, a ship travelling on a river fails the Watercraft skill check by an effect of 2: the players roll 2d6 for a total of 7 hours of extra time required to get to their destination.

Watercraft Navigation

Body of water	Navigation	Course deviation
Lake, or major river	Watercraft 5+	1d6 hours
Coast	Watercraft 6+	2d6 hours
Open sea	Watercraft 10+	1d6 days

Rations and fishing

Just like travelling overland, characters traveling at sea must consume food and water as noted above. Rowers require 12 liters of water a day rather than 4 liters. Standard rations are perishable and inedible after a week, and thus on longer journeys there is need to consume preserved "iron rations". After one month at sea and only eating "iron rations" without consuming fresh fruit, onions, or potatoes, scurvy takes effect, and the character loses 1 point of END per week. If the character's END reaches zero, they die. A character suffering from scurvy regains 3 points of lost END per week of eating fresh food.

Characters on a ship which is anchored or sailing in Light or Moderate seas may fish. Throw Survival/INT 8+ to catch enough fish to feed 2d6 human-sized creatures.

Swimming

Assume that all adventurers know how to swim. Characters move at half speed when swimming: 5m per combat round or 450m per turn. A character may swim a number of turns equal to their half END score (rounded down) before becoming Fatigued. Characters who become Fatigued again (-4 modifier) must throw Athletics/END 6+ every round or drown, unless they reach relative safety (solid ground or even flotsam).

Note that encumbered characters may drown: A character that is Heavily Loaded and attempting to swim must throw Athletics/STR 8+ each round or start drowning. A drowning character suffers 1d6 damage per round but may attempt an Athletics/STR 8+ throw per round to surface again. If the character removes their load, they will reach the surface easily on an Athletics/STR 6+ throw.

Time and Movement

In addition to normal measurements of time, such as minutes, hours, and days, Sword of Cepheus uses two additional time intervals. The first is the round, often used in combat and other action scenes. A round is 6 seconds. The second time interval is the turn, which is often used when exploring ruins, or performing other tasks that are not fast paced, but still require that time be more carefully tracked. A turn is 10 minutes, or 100 rounds.

A human or typical humanoid may move up to 10m in one round if walking, or 20m if sprinting. A character may sprint for a number of combat rounds equal to the character's END characteristic before becoming fatigued. A character may move up to 900m a turn if walking at full speed, or 1200m per turn if jogging a long distance (which is slower than sprinting). This assumes open terrain with few, if any, obstacles. At these speeds, characters are not being cautious or particularly alert. Characters may jog for a number of turns equal to their END characteristic before becoming fatigued.

However, when exploring ruins or moving carefully through other terrain (such as a jungle), characters move at considerably slower speeds: 50m per ten minute turn of exploration. This means the character is proceeding with caution: alert and ready for threats.

Wilderness Travel

In the wilderness, an unencumbered human or humanoid may travel 30km a day on foot on open ground. The Equipment chapter provides details on travel speeds for mounts and land vehicles such as carts. In any case, the type of terrain modifies the speed of travel, as follows:

Terrain effects on wilderness movement

Terrain	Multiplier
Desert, hills, woods	x0.75
Jungle, swamp, or mountains	x0.5
Road	x1.5

Getting Lost in the Wilderness

When travelling away from roads, trails, or other known landmarks, characters may get lost. At the beginning of each day in the wilderness, make a Survival 8+ or Scout 8+ throw, with either INT or EDU serving as the attribute modifier. Use the highest skill level among the group members. If no such skill is available to the group, this throw suffers the usual Unskilled penalty. Hiring a skilled guide might be a good option for player character groups without these skills.

If the roll is failed: For each point of Effect on the failed throw, the party has gone off track by half a day's normal travel distance. Thus, if the throw yielded an Effect of -2, the group will have lost a full day's worth of travel in distance. The Referee could then randomly determine in which direction they went, or by deciding on an interesting outcome.

Optional: Hero Points

As noted above, *The Sword of Cepheus* rules present a universe of gritty heroism: heroes can be powerful, but they are still human and constrained by this harsh reality. However, if you desire larger-than-life fantasy heroes, use the following rule.

Each player starts each game session with 2 personal Hero Points. The group also has an additional number of Hero Points equal to the number of players present that session.

Each time a player fails in a skill or characteristic throw of at least 8+ with an Effect of 6 or more, the group Hero Point pool increases by 1.

Each time a player succeeds in a skill or characteristic throw of at least 8+ with an Effect of 6 or more, their own Hero Point pool increases by 1.

All pools reset at the beginning of each session.

A character may use their personal Hero Points, and with the other players' agreement, points from the group pool.

By spending Hero Points, a character may:

- Reroll any single die throw, including damage throws and vehicle or ship damage and critical hits. They may pick the better result.
- Ask the Referee to reroll a single NPC's die throw, including damage throws and vehicle or ship damage and critical hits. The second result stands, so watch out!

Optional Rule: Only Individual Hero Points

For a more modest Hero Point system, ignore the Group Hero Point Pool and only grant Individual Hero Points.

Environmental Hazards

Adventurers face any number of threats, and some of the deadliest are from the natural environment that surrounds them. During their adventures, player characters may have to contend with diseases, poisons, extreme temperatures, fire, and even starvation. This chapter provides simple rules for implementing these hazards in your game.

Climbing and Falling

Referees should assume that all characters can climb reasonable surfaces without much difficulty if they are not under duress. In a tense situation, or when climbing a difficult surface, throw Athletics/STR 8+ to climb. The Referee may add further DMs based on the surface being climbed. Generally speaking, a smooth surface without good handholds will incur a penalty of -1 or -2, while good handholds may grant a +1 or even +2 bonus. A slippery surface incurs a further -1 penalty.

A character suffers 1d6 damage per 2m fallen to a maximum of 8d6 damage. We remind Referees that even though falling damage is capped at 8d6, falls from great heights are lethal. In those cases, do not roll damage.

Disease and Poison

When a character is exposed to a disease or poison, they must make an END throw. The target is the toxin or disease's Virulence number. If successful, the character shrugs off the effect. If the throw is failed, the disease damages the character's Stamina according to the listed damage. The infected character must repeat this throw after the pathogen's listed interval. Success means recovery and failure causes the listed damage, again. If this damage reduces the character's Stamina to zero, additional damage applies to Lifeblood. The character cannot heal any damage until they recover from the illness or poisoning. Note that most poisons do not have an interval, but rather cause their damage immediately upon poisoning and only once. Those that do have a duration listed are slow-acting or indicate the amount of time the poison remains in the body.

Sample Pathogens

Disease	Virulence (END throw)	Damage	Interval
Pneumonia	6+	1d6	1d6 weeks
Plague	10+	3d6	1d6 days
Poison			
Belladonna	9+	1d6	2d6 hours
Arsenic	11+	6d6	-
Ether	10+	Unconscious	1d6 hours

Extreme Temperatures

Extreme environments damage unprotected characters, as noted in the table below. However, if adventurers are properly prepared--having good cold weather gear for arctic climes, or ample water supplies and proper clothing for deserts—they can shift the row that would normally apply to their situation up or down once towards no damage.

Characters gain Fatigue when operating in extreme temperatures for more than 4 hours per day.

Extreme Temperatures

Temperature	Damage	Example
-50°C	2d6/hour	The Great White Northern Wastes in winter.
-25°C	1d6/hour	The coldest winter days in civilized lands.
-10°C to 40°C	None	Typical temperatures where humans live.
50°C	1d6/hour	Searing deserts.
100°C	2d6/minute	The boiling point of water or standing on a rock floating in lava.

Fatigue

Fatigue does not simply mean being tired. It means prolonged periods of physical or mental hardship without sufficient rest or nutrition. Characters become Fatigued in many ways. A fatigued character suffers a -1 penalty to all throws. Eight hours of sleep removes Fatigue.

Common Causes of Fatigue
Less than 4 hours of sleep per 24-hour period.
Travelling by foot over rough terrain for more than 10 hours.
Strenuous physical work for more than 10 hours: building fortifications, digging a tunnel, or pulling an oar on a longboat.
More than one combat encounter per day.
Operating in extreme temperatures for more than 4 hours.

Fire

When exposed to fire, characters must throw DEX 8+ to avoid catching fire. A burning character takes 1d6 damage per round. Make another DEX 8+ throw each subsequent round; if successful, the character puts out the fire. If failed, the character suffers another 1d6 damage. Putting out the fire by other means, such dousing the character with water or wrapping them in a thick blanket, also stops this continuous damage.

Starvation and Dehydration

An adventuring character requires two liters of water and 0.5kg of food per day to stay healthy. A character may go without food for 3 days. After that, the character must throw END 6+ per day without food or suffer 1d6 damage. There is a cumulative -1 penalty with each additional check.

A character may go without water for 20 hours + twice their END score with no ill effect. After that time has passed, the character must throw END 6+ per hour without water or suffer 1d6 damage. There is a cumulative -1 modifier with each additional check.

The character can recover this damage only after drinking and eating.

Suffocation

In those extreme cases where a character finds unable to breathe, such as when trapped in a room filling with smoke, characters suffer 1d6 damage per minute. If the character has no access to any oxygen whatsoever, like when someone is strangling the character, or a dark sorcerer has magically banished the character to deep space, the damage is 1d6 per round instead. A character can hold their breath for END combat rounds (6 seconds) without suffering from suffocation.

Personal Combat

Grim heroes cross swords with nefarious villains. Barbarians rampage through a decadent civilization, looting and pillaging. A single knight is all that stands between a terrifying, hungry monster and a village of innocents. Combat, violence, and their results are major themes of any sword and sorcery tale. It's right in the name, after all. This chapter gives the players and Referee the rules to resolve violent confrontations quickly and with many opportunities for glory.

See the weapon descriptions in the Equipment chapter for various special Weapon Aspects and how to use them with these rules.

Combat Procedure Outline

1. **Check for surprise**. If one party surprises the other, they gain one free combat round during which the surprised party cannot act.

2. **Determine Initiative** for all combatants.

3. **Start the combat round.**

3.1. Combatants **act** in Initiative order (highest first).

3.2. On their turn, each character has **two actions**. They may use them for attacks, movement, and other actions. Apply any damage inflicted by an attack immediately.

3.3. Once the combat round is over, **begin a new round**, until the battle is over.

4. If necessary, **triage and treat the wounded**.

Combat Rounds

Combat takes place in 6-second segments of time called Combat Rounds. Characters act in descending initiative order, as discussed below, in each combat round – unless they are surprised or otherwise unable to act.

Surprise

Characters may surprise other parties or be surprised by them. A good tactician or a keen-eyed scout can lay a good ambush or avoid one. Either way, attacking from ambush or avoiding an ambush is the most effective way of surviving a fight.

In situations where surprise is possible, each party throws Scout/INT 10+ or Sneak/DEX 10+. If one party succeeds and the other fails, the winner gains surprise. If both sides succeed or both fail, there is no surprise.

A party deliberately setting up an ambush gains a +2 bonus to surprise rolls: ambushes require advanced knowledge of an approaching enemy, which is beyond the scope of the combat rules. Groups in vehicles or on horseback, or groups of eight or more characters, suffer a -2 penalty to surprise rolls. Note that the -3 modifier unskilled penalty applies here; if no one in a party has the Scout or Sneak skills, the party throws 2d6-3 (modified by the higher of their INT or DEX DMs) for surprise.

Characters carrying light sources in darkness cannot surprise opponents since their torches or lanterns makes them obvious targets. This applies even beyond the range of illumination of the light source: a torch may illuminate a 10m radius, but it is easily visible far beyond that range. Characters in darkness without light sources gain a +1 modifier bonus to surprise throws.

Surprise grants a free combat round during which the surprising party may act, but the surprised party may not.

Initiative

Once fighting begins, each combatant throws 2d66 + their Battle skill (if any) + their INT modifier for their Initiative score. Record these rolls. In each combat round, characters act from the highest initiative score to the lowest. Note that the -3 modifier unskilled penalty applies here: characters unskilled in Battle throw 2d66-3 + INT modifier for initiative.

A character with Leadership may throw Leadership/INT 8+ at the beginning of combat; if successful, any characters in their parties

may apply the throw's Effect as a skill bonus to Initiative. Combatants may only benefit once from this effect. If multiple characters with the Leadership skill are present, only the one with the highest Leadership skill may roll.

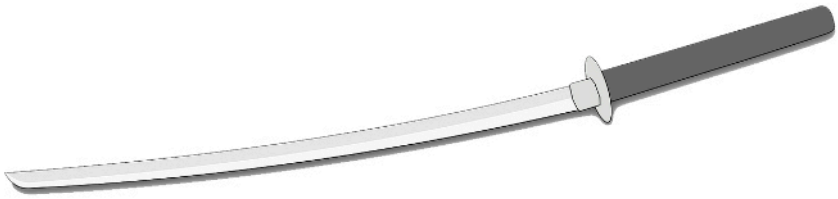
Optional Rule: Simultaneous Combat

As an alternative to initiative-based combat, some groups prefer simultaneous combat. First, determine if either side is surprised, as normal. In all subsequent combat rounds, use the following rules:

First resolve all melee attacks and movement; they all occur simultaneously and cause damage simultaneously. For example, a character who succeeded in a melee attack and was then incapacitated by another melee attack will still cause damage to their target. Actions are declared in reverse DEX order: the lower DEX combatants must declare their actions first. Add twice the character's Battle skill to their DEX rating for this purpose (and for this purpose only). This gives a minor advantage to characters with faster reflexes.

Second, after resolving all movement, melee attacks, and melee damage, resolve all ranged attacks, their damage, and then non-movement actions in the same manner.

Note that this makes combat more dangerous and less predictable. It also makes melee combatants extremely deadly against ranged combat specialists—provided they can get in close.



Combat Actions

Each character may perform two actions in their turn. Characters may use an action as follows:

Attack: Make a melee or ranged attack as described below.

Charge: Run to a single enemy at a range of up to 20m and make a melee attack with Advantage. Characters on Overwatch (see below) being charged at can, of course, react and attack the charging enemy. Those on Overwatch gain a +2 bonus to hit charging opponents. Characters not on Overwatch also gain a free attack against an enemy who is charging them, but at a -2 penalty. A character may only perform one charge attack per round and may perform no other action that round.

Inspire: throw Leadership/INT 8+ to grant Advantage to any single character's next throw.

Move: Move up to 10m. Alternatively, fall prone or get up from a prone position.

Overwatch: Delay your action until an enemy moves through your line of sight or attacks you. When this happens, you may immediately act, regardless of initiative order. You may hold your Overwatch for a number of rounds equal to your END score. Characters on Overwatch may elect to jump in front of an attack intended for another character within 10m.

Other Typical Actions include it is impossible to list all potential character actions. Instead, here are a few that can serve as guidelines to assist Referees in determining whether or not whatever the player wants to do is an action or would require more or less time:

- Drawing and readying a weapon
- Loading a crossbow (bows do not require an action to load)
- Forcing open a locked door
- Working a machine or magical item
- Trying to quickly pick a lock
- Driving a carriage through difficult terrain
- Performing a stunt on a horse or other mount

Melee Attacks

To hit in melee combat with claws, weapons, or punches, throw Melee Combat/STR 8+. If a large shield is used in conjunction with the Overwatch action in combat, the shield wielder is treated as having partial cover: this gives an enemy -2 modifier to hit the shielded character in melee. Otherwise, combatants with shields apply a -1 penalty to a number of attacks against them per round equal to their Melee Combat skill (minimum 1). For example, a character with Melee Combat skill of 3 could apply the -1 shield penalty to attacks against them for three attacks that round.

If the character has a large shield and goes on Overwatch, they apply a -2 penalty to all attacks against them that round, as they have cover.

You may not attack in melee with a ranged weapon (such as a bow) unless you use it as a cudgel (2d6 damage). You may attack with a small crossbow in melee at a -2 penalty to hit.

Ranged Combat

To hit a target in your weapon's Effective range, throw Archery/DEX or Artillery/INT 8+ (as appropriate). Beyond Effective range, throw 10+ instead out to the weapon's Maximum range.

Hitting an obscured target (such as behind bushes) is penalized at a -1 penalty; when attacking a target partially behind hard cover, the penalty is -2; and for heavy prepared cover, such as a thick castle wall, attacks are penalized by -3.

Attacks on a prone character in ranged combat are penalized by -2; attacking a prone character behind cover uses that cover modifier instead, with an additional -1 penalty.

If a character enjoys a total cover modifier of -4 or more, they themselves cannot make any direct ranged attacks. They are completely blocked by their cover. They may still attack, and be attacked, by means of indirect weapons like grenades.

Shooting in darkness incurs a -2 penalty to hit, while shooting in dim light incurs a -1 penalty to hit.

Ranged Combat Modifier Table

Condition	Modifier
Target obscured (smoke, foliage)/behind a shield without Overwatch	-1
Target behind hard cover/behind a large shield and on Overwatch.	-2
Target in heavy cover	-3
Target running (double move on its previous round)	-1
Target behind total cover	-4; direct fire impossible
Target prone	-2
Target prone behind cover	Cover penalty and an additional -1 penalty
Target has a shield	-1
Darkness	-2
Dim Light	-1
Target is aware and capable of dodging (optional rule)	Use the target's highest combat Skill as a penalty to hit them.

Aiming

Using an action to aim grants a +1 bonus to hit on the character's next attack action. An aimed shot requires two consecutive actions and grants a +1 bonus to hit. A character may use their first action in a combat round to aim, then enjoy the +1 bonus to hit when firing on the second action. Alternatively, it is possible to begin aiming as the second action in one round and continue aiming through the first action of the next round, and then make an attack with the second action of that second round. It is possible to spend multiple actions aiming for a higher bonus to hit. The maximum bonus achievable by aiming is +3.

Shooting Into Melee

When shooting at a target engaged in melee combat, the attack is made at -2 modifier to hit. If the shot misses by an Effect of -4 or more, the attack hits an unintended target randomly determined by the Referee.

Thrown Weapons

Thrown weapons an Effective range of the thrower's STRx2 characteristic; the Maximum range is STRx4. Throw Athletics/DEX 8+ to hit with a thrown weapon at Effective range, or 10+ beyond it.

Grenades

Some alchemical compounds are intended to be thrown at a target area and affect anyone in the area of effect. Throw Athletics/DEX 8+ to accurately throw a hand grenade at a target at Effective range, and Athletics/DEX 10+ to place a grenade on target at maximum range. Unless the target is in a prepared position, the maximum cover modifier applicable to grenade attacks is -2 modifier. If the attack misses, the grenade will deviate by 2d6 + (Margin of Failure) meters from its intended target. Beyond Effective range, grenades deviate 4d6 + (Margin of Failure) meters. The maximum possible deviation is half the range it was thrown. For example, a grenade that is thrown at a target 10m away cannot deviate more than 5m from its target.

Blast Effects and Diving for Cover

Many esoteric explosive compounds and Artillery weapons deliver damage to a wide area. Weapons with the Blast Weapon Aspect do their full damage to everyone within the blast radius. It is possible to reduce this damage by Diving for Cover. The character flings themselves down onto the ground: reduce damage by half, before applying armor. If there is sufficient cover readily available, the character can dive behind it and take only 1d6 damage before applying armor. What constitutes sufficient cover depends on the explosion and the Referee's call. A ditch or a low wall might be sufficient to avoid blast damage altogether. The Referee is the final arbiter in these situations. In any case, a character that dives for cover forfeits their next action.

Optional Rule: Dodge and Parry

Skilled combatants are harder to hit. A proficient warrior can make better use of cover, instinctively parry a spear thrust, or simply just know where not to be in the thick of battle. Therefore, for a more cinematic game where skilled heroes can take on multiple armed opponents, we propose the following optional rule: Apply the target's highest combat skill (Archery or Melee Combat) as a negative modifier to all incoming attacks, be they ranged or melee. Immobile or unaware targets do not enjoy this defensive benefit. Note that this modifier is not cumulative with any cover modifiers; use the higher of the two modifiers when attacking a skilled target in cover. The exception is a shield: a character using a shield in melee may still apply -1 penalty to attacks against them as normal (up to their limit equal to their Melee Combat skill).

Grappling

A character can attempt to wrestle or grab another person instead of hitting them. The attacker must move to melee combat range and beat their target in an opposed Melee Combat throw. **If the attacker wins, they may do any one of the following**:

- Knock their opponent prone.
- Disarm their opponent. If the attacker succeeds with an Effect of 6+ they can take the weapon for themselves; otherwise, it ends up on the floor and requires an action to pick it up.
- Throw their opponent up to three meters for 1d6 + STR DM damage.
- Inflict damage equal to 2 + Effect + STR modifier. Grapple damage ignores armor.
- Escape the grapple and move away (as if with a normal movement action).
- Continue the grapple with no other effects.
- Drag or push their opponent up to three meters.

Throwing an opponent always ends the grapple. When using any of the other options above, the winner of the opposed test can choose to end or continue the grapple as they see fit, even if they did not initiate it. A character in a grapple cannot move or do anything other than make opposed Melee checks. Each time an opposed check is made the winner can choose an option from the above list. A character who won the grapple in the previous round enjoys +1 modifier to the next grapple; this is not cumulative regardless of the number of grapples they have successively won.

Damage and Healing

To determine the amount of damage a successful hit inflicts, check the weapon's damage rating. Each weapon has a number of damage dice: roll them, add the attack throw's Effect. In melee attacks or when using thrown melee weapons, add the character's STR modifier to the damage (for a minimum of 1 damage in case of a negative STR modifier). This is the damage inflicted on the character.

Armor

Subtract the armor's Armor Rating from any physical damage caused to the character before applying the damage to the character's Stamina and Lifeblood.

Applying Damage

Sword of Cepheus uses two attributes to denote a character's resistance to damage. The first is Stamina, which represents the character's toughness and ability to shrug off minor wounds. The second is Lifeblood, which is the character's health: any loss of Lifeblood represents more serious damage.

After any successful attack, apply damage after first subtracting armor. All damage is first applied to the target's Stamina. After Stamina reaches zero, any excess or additional damage is then applied to the target's Lifeblood.

Knockdown

If a character receives more damage in one round than their DEX score, before armor is applied, they are knocked prone. This rule applies even when the character otherwise receives no damage at all thanks to armor.

Wounds

If a character takes damage, but their Stamina remains above zero, the character is not wounded, only bruised or scuffed. No negative effects apply to the character in this case.

If the character suffers Lifeblood damage, but their Lifeblood remains above one half its full rating, the character suffers a **Minor Wound**. Apply a -1 modifier to all actions until the character has healed.

If Lifeblood falls below half its full rating, the character is **Seriously Wounded**; they must throw END 8+ or fall unconscious for 1d6 hours. Upon waking, the character suffers a -2 modifier to all actions until healed. The character will require medical care to recover any further.

Characters suffer a **Mortal Wound** if their Lifeblood reaches zero. A mortally wounded character will die within 1 hour unless they undergo an intervention by a skilled healer, as described below. In extreme cases, when the character suffers massive damage, the Referee may declare that they die immediately.

Morale

While player characters can always choose when to fight and when to retreat, the Referee determines when NPCs surrender or retreat from combat. Most of the time, NPCs will not fight to the death, and will withdraw or even break and run if a battle is not going well. NPCs fighting on the PCs' side as allies also use the following Morale rules.

All NPCs, including non-sentient creatures, have a Morale DM which represents how likely they are to fight or flee under duress during an encounter. Most trained soldiers have a Morale modifier of +0; they will fight well under normal conditions but will usually avoid fighting to death and will retreat from combat if outmatched. A non-combatant or a coward will have Morale -2 modifier or worse; loyal allies can have Morale +2 modifier or better. The Referee can add additional modifiers to the Morale throw, depending on the situation. Players are encouraged to use their PC's skills to affect their enemies' and allies' Morale Modifiers. For example, before a battle, the Referee may rule that a PC with the Leadership skill can roll Leadership/SOC 10+ and apply the Effect as a Morale roll modifier once per battle. The Referee should encourage the player to make a heroic speech, or other grand gesture.

The Referee usually makes a morale throw for each NPC, or group of NPCs or creatures, for larger fights, in one of two cases:

- When the NPC's side in the encounter has taken a casualty.
- When half of the NPC group is killed or incapacitated.

If both events occur on the same round, make the morale throw with a further -2 modifier.

When checking morale, throw 2d6 with the abovementioned DMs and consult the following table:

Morale Table

2d6	Result
5 or less	Break
6-8	Fighting Withdrawal
9-15	Keep Fighting
16+	Fight to the Death!

Retreat: the NPC will break and run away from the enemy, using both actions in their next round to run. If running is not possible, the NPC will throw down any weapons and surrender, begging for mercy.

Fighting Withdrawal: the NPC will use one action in their next round to move away from the characters, but will use the second action for Overwatch, or, if pursued, to attack. The NPC will continue to retreat or withdraw until they are no longer pursued by enemies. If there is no way to escape, the NPC will attempt to surrender, and will fight only as a last resort – if their surrender is not accepted and the enemy presses on with fighting.

Keep Fighting: the NPC will continue fighting but will not pursue if the opponent flees.

Fight to the Death: the NPC keeps fighting and will be immune from any further Morale throws in this battle.

The Leadership Skill and Morale

Once per battle, characters with the Leadership skill may throw Leadership/SOC 10+ to mitigate a failed Morale roll by one level. On a successful throw, a Break turns into a Fighting Withdrawal, and a Fighting Withdrawal turns into a Keep Fighting result.

Optional Rule: Heroes and Grunts

For a cinematic game where heroes cut their way through waves of grunts (also called mooks, or occasionally “extras”), the Referee may rule that, in personnel combat, any attack penetrating armor knocks a grunt out of combat. This rarely means death unless the damage is massive. However, in such heroic tales, grunts often cower after being hurt, are preoccupied by their (sometimes minor) wounds, or pass out after being hit by the hero. Reviving such mooks for interrogation after combat is often easy, though the information available from them is usually limited.

Stamina recovers on its own to its full rating with 10 minutes of rest. A character's Stamina recovers even if they have received Minor Wounds. Stamina does not recover for characters who receive Serious or Mortal Wounds.

Minor Wounds require treatment by a character with at least Healing 1, healing supplies, and an hour of time. Alternatively, characters will recover from all Minor Wounds on their own after a full day's rest. This will restore the character's Lifeblood to its full rating.

Serious Wounds require treatment from a skilled Healer (Healing 1 or better) and a clean, safe place to heal. Recovery takes 1 day per point of Lifeblood below half the full Lifeblood rating. Once the character's Lifeblood reaches half its full rating, the character will recover the other half within another day of treatment.

Note that there might exist spells and potions that can accelerate a wounded character's healing rate.

Mortal Wounds

A character whose Lifeblood has been reduced to zero is mortally wounded and will die within the hour. However, there is still some hope of survival - given the prompt attention of a skilled healer. For the character to survive, they must be treated within an hour of injury; beyond that, only the most powerful of spells has a chance to bring the character back to life. If the victim receives no treatment from a character with at least Healing 1 within an hour of injury, the character dies.

The healer throws Healing/EDU and consults the following table with the result. Note that a "natural" throw of 2 always means death, and a "natural" throw of 12 always means a normal recovery.

Mortal Wounds Table

2d6	Result
7-	**Death**: The character dies. Only powerful magic can bring the character back to life – usually at a price.
8	**Significant internal damage**: Multiple internal organs mangled. Permanently subtract 1d6 from each physical characteristic. If any of them reaches zero or less from this roll, the character dies.
9-11	**Radical measures required**: throw 1d6 *1: internal organ removed*. Permanently reduce one physical characteristic by 1d6 . Character dies if it reaches zero or less. *2-3: leg amputated*. Movement halved (given a crutch) and the character may either act or move during a given round, but not both. *4-5: arm amputated*. The character obviously cannot use that arm for any purpose. *6: eye removed*. -1 modifier to all actions requiring two eyes, including all ranged attack throws.
12+	**Normal recovery**: Heal as normal for a seriously wounded character. At the Referee's discretion, the near-death experience may have had a certain permanent effect on the character, such as a vicious scar or several missing teeth – or even a missing finger.

-2 modifier if wounded by an explosion.

-2 modifier if the patient's original END was 5 or less.

+2 modifier if the patient's original END was 10 or higher.

Damage Effects and Recovery Summary Table

Damage Suffered	Wound Status	Wound Effects	Recovery
Stamina only	Scratched	None	10 minutes of rest
Less than half Lifeblood	Minor Wounds	-1 modifier to actions	Healing 1 skill and 60 minutes.
More than Half Lifeblood	Seriously Wounded	Roll END 8+ to stay conscious. -2 modifier to all actions	Healing 1 skill, 1 day/point of Lifeblood below half.
Lifeblood = 0	Mortal Wound	Die in 1 hour	Mortal Wounds Table!

Personal Combat Example

Rivkah the Barbarian is wandering the steppe alone, as she journeys to the city and the villainy that lies therein.

The Referee rolls up an encounter on the steppe: a group of 8 bandits, including a bandit chieftain!

The Referee rolls the NPC Reaction Roll, and gets a 4: the bandits are Unfriendly, and will likely attack anyone they outnumber. Rivkah had better steer clear!

Rivkah the Barbarian STR: 10 DEX: 7 END: 10 INT: 9 EDU: 6 SOC: 5 Age: 21 Lifeblood: Stamina:

Animals 0, Archery 0, Athletics 1, Carouse 0, Craft 1, Melee Combat 2, Riding 2, Scout 1, Survival 2, Watercraft 1. Traits: Pass Without Trace, Blind Fighting.

Ally, Enemy, Hound. Other Equipment: Hide/Fur armor (3), Battle Axe (3d6), Short bow (2d6), 20 arrows, Backpack, Bedroll, 5GP

Bandits: STR: 7 DEX: 8 END: 8 INT: 6 EDU: 5 SOC: 5 Stamina: 7, Lifeblood: 14

Archery 1, Melee Combat 1, Sneak 1

Leather Armor (4), Short Bow (2d6), Sword (3d6)

Bandit Chieftain: STR: 9 DEX: 9 END: 9 INT: 8 EDU: 6 SOC: 6 Stamina: 10, Lifeblood: 20

Athletics 1, Archery 2, Battle 1, Deception 1, Leadership 2, Melee Combat 2, Riding 1, Sneak 2.

Scale Armor (5), Crossbow (3d6), Great Axe (4d6, Bulky), Throwing Steel (1d6)

1. The Referee checks for Surprise:

Rivkah rolls Scout: 8 + 1 (skill) + 1 (INT) +1 (No light while the other party has light) = 11, enough to succeed at Surprise.

The Bandit Chieftain rolls: 5 + 2 (Sneak) = 7, which fails.

Rivkah the Barbarian will surprise the bandits! She decides to wait

until it gets dark before attacking. She describes how she quietly approaches the bandits as they sit around the campfire. Their guards do not notice her.

Surprise Round

Rivkah lets out a piercing shriek, and charges into the bandit camp! Her first action will be to destroy the campfire, which she does easily enough. It is now dimly lit, and everyone except Rivkah will be penalized by -1 to their attack rolls (Blind Fighting Trait). With a grim smile, the barbarian turns to the closest bandit, and attacks!

Rivkah Attack: Melee Combat: 6 + 2 (Skill) + 1 (STR) = 9, a hit with Effect 1. The damage is 3d6 = 12 + 1 (Effect) = 13 – 4 (armor) = 9. This is enough to wound a bandit, who falls to the ground either wounded or dead.

Round 1

The Referee deems it fair to roll for the bandit's Morale, as they were attacked in the night by a raging maniac who has killed or incapacitated one of their group. The 2d6 roll result is 6, a Fighting Withdrawal. The Referee describes the pandemonium that Rivkah's arrival has caused, and then calls for an Initiative roll:

Rivkah: 2d6 = 7 – 3 (Unskilled) + 1 (INT) = 5.

Bandits: 10 – 3 (Unskilled) = 7

Bandit Chieftain: 4 + 1 (Battle) = 5.

The bandits scramble back for their weapons and start to quickly withdraw. They are not broken, but they have no interest in fighting a crazed barbarian in the dark!

The Referee decides that the Bandit Chieftain will not be running just yet. He just inherited this bandit motley from the last chieftain, after all. He squares off against the Barbarian. For his first action, he will throw some steel at her! Archery = 12 + 2 (skill) + 1 (DEX) – 1 (low light) = 14, which is a very successful strike (Effect 6!). The darts do 1d6 damage: 1 + 6 (Effect) + 1 (STR) = 8 damage. 3 points are soaked entirely by Rivkah's armor, and she takes 5 points directly to her

Stamina, making her flinch. The bandit chieftain follows up with a mighty swing with his great axe! The throw is 6 + 2 (Skill) + 1 (STR) – 1 (low light) = 8. That's a grazing hit (Effect 0), for 4d6 damage. That doesn't bode well for a barbarian wearing furs and hides!

Rivkah decides to spend a Hero Point, forcing the Referee to reroll the attack: 2d6: 2! A complete miss. Rivkah lets out a sigh of relief.

Now Rivkah attacks twice, 2d6: 11 + 2 (Skill) + 1 (STR) = 14, for an Effect 6 strike! This does 3d6: 11 + 6 (Effect) + 1 (STR) = 18 damage – 5 (scale armor) = 13 damage. This depletes the Bandit Chieftain's Stamina, and reduces his Lifeblood by 3, for a single wound. Rivkah's second attack is 7 + 2 (skill) + 1 (STR) = 10 a hit (Effect 2) for 3d6: 10 + 2 (Effect) + 1 (STR) = 13 – 5 (scale armor) = 8 damage. Since the Bandit Chieftain's Stamina has been depleted, this is another wound, and drops him to 9 Lifeblood, below half total Lifeblood. This is a serious wound for the Bandit Chieftain, and he drops, incapacitated.

Rivkah looks around for some of the other bandits, but they are gone. She sits down, finds the food the bandits left behind, and has a deeply satisfying, yet disappointingly cold, dinner. She departs in the night, having recovered her Stamina after a brief rest.

Chases and Vehicle Combat

Sometimes, characters will find themselves involved in a sea battle or chasing an enemy on horseback. The following rules handle chases, naval combat, and other vehicle-related combat. These rules are abstract and require no miniatures or even maps. Note that these rules cover quick and simple combat between a few small watercrafts; complex naval engagements are not easily handled by these rules without the Referee using judgement and discretion when necessary.

Vehicle Movement

In tactical (non-chase) combat, a vehicle moves on its controller's initiative. Apply the vehicle's Agility as a DM to the initiative roll. In personal combat, a vehicle, such as a wagon or boat, can move up to 20m (14 squares on a 1.5m grid) in a single round.

Chases

The tactical combat rules represent action in small, more limited areas. For vehicles, this means short ranges and slow speeds. However, a fast-moving vehicle, such as a chariot being pulled by a team of galloping horses, will quickly pass through the entire combat area in one or two combat rounds. This is unsuitable for chases. Use these rules instead. They are designed to be highly descriptive in their approach to vehicle combat. It will be up to the Referee and the players to describe how the action unfolds as the participants maneuver, jockey for position, and attack each other.

Chase turns are an abstraction in combat and vary in length depending on circumstances, from mere combat rounds in a foot-chase to long minutes in long drawn-out naval duels. The Referee should inform the players of how long each chase combat turn is at the start of the chase.

There is no initiative throw in chases; one party is always the Pursuer

and the other is the Target. Instead, at the start of each turn both participants throw 1d6+ the relevant vehicle skill + Attribute Modifier + the vehicle's Agility. The attribute modifier used in vehicle chases depends on the vehicle and context: most high-speed chases would use the DEX modifier, while a naval duel might use INT or EDU—perhaps depending on the speeds, ranges, and vehicles involved.

The result of the 1d6+ Attribute modifier + Vehicle Skill + Vehicle Agility is called the Position.

The participants in a chase can only attack those targets at an equal or lower Position. They may attack using the normal vehicle attack and damage rules, with the following modifiers based on the relative Position between the attacker and target.

Position Attack Modifier Table

Attacker is	Modifier to Attack Throws
In the same Position as the target	-2
1 or 2 Positions higher than the target	-1
3 or 4 Positions higher than the target	0
5 or more Positions higher than the target	+1

Those vehicles in lower Positions cannot attack any vehicle with higher Position for that turn unless their vehicle has a turret-mounted weapon, like a light ballista mounted on a ship's deck. Turret attacks made from a worse Position suffer -3 penalty to hit. Note that there is no range tracking in these vehicle chase rules. This is intentional. The attack DM penalty for low-relative Positions reflects a bad angle of attack, or sub-optimal range for an attack, such as trying to attack a sailing ship that has the weather gauge in a naval duel.

It is possible to have multiple parties engaged in a chase. Simply record the different Position results in descending order. The vehicles higher on the "ladder" may attack any vehicle below them, subtracting Positions to determine their Attack DM.

Chases last five turns. At the end of the fifth turn, if the prey has not been stopped, disabled, or destroyed, the prey escapes and the chase ends.

Skirmishing and Jousting

In a skirmish, two or more highly maneuverable vehicles, such as fast galleys – or mounted knights on horseback - try to outmaneuver and fight each other. A skirmish has no time limit, barring fatigue considerations. The skirmish ends either when one participant is disabled or destroyed, or if one participant disengages.

To disengage from a skirmish, a participant must use an action that turn to throw Opposed Vehicle Skill/DEX (or INT, whichever the Referee has used for the Position rolls during the chase), including the modifier for the vehicle's agility. The vehicle with superior Position gains Advantage on the skill check. If the pilot that initiated the disengage maneuver was successful, they have managed to end the skirmish and cannot be attacked without first being chased down and re-engaged. For example, a mounted raider can disengage and flee, unless their opponent gives pursuit.

Foot or Horseback Chases

Chases on foot or on horseback use similar rules. Each turn, each side throws Athletics/DEX and records the result as their Position. In a mounted chase, throw the Riding/DEX instead. The pursuer wins on ties. The winner of this opposed throw may attack in melee or ranged combat, at the Referee's discretion, while the loser cannot attack in that turn. Use the same Position Attack DM table as vehicle chases. Foot and horseback chases end in the same way that other chases end, that is, either when the pursuer subdues the prey or gives up the chase, or after five turns, when the prey escapes. Referees should track the number of turns and remember to consider Fatigue effects, if the situation calls for it.

Possible Vehicle Maneuvers: Chases

Evasive Maneuvers: To make it as difficult as possible to hit their vehicle, the pilot may attempt Evasive Maneuvers on their action. Throw Vehicle Skill/DEX 8+ to gain the pilot's Vehicle skill as a penalty to attacks made until their next turn.

Better Position: While it is not normally possible to re-roll the

Position throw in a round, it is possible to perform maneuvers to help ensure that your vehicle might be in a better Position next turn. For their action, the pilot of a vehicle may roll Vehicle Skill/DEX 8+ to gain a +1 bonus to next round's Position throw. Note that it is possible for one vehicle to aid another allied vehicle to gain a Better Position on an enemy vehicle (see Collaboration in the Basic Rules chapter).

Obstacle Course: This risky maneuver is a good choice for agile vehicles desperate to get away from more heavily armed pursuers. The driver/pilot chooses an Obstacle Number, and then throws Vehicle Skill/DEX vs the Obstacle Number chosen (include the vehicle's Agility score). If the throw fails, the vehicle crashes and is Knocked Out (see Vehicle Penetration and Damage, below) and everyone on board takes 3d6 damage. If the throw is successful, then the vehicle performing the maneuver can leave the chase, unless the pursuing vehicles opt to throw Vehicle Skill/DEX against the same Obstacle Number the first vehicle chose. If they fail, they crash and are Knocked Out. If they succeed, they continue the chase. If they do not opt to throw the Obstacle Number test, then they are out of the chase.

Attacking Vehicles

When using a vehicle-mounted weapon in tactical combat—not a chase—throw Artillery/DEX 8+ to hit a target in Effective range and 10+ to hit a target beyond it and up to its maximum range. Apply normal ranged combat modifiers to this roll. The Referee might rule that some powerful weapons ignore otherwise good cover (-2 penalty). Treat as target obscured (-1 penalty).

Personal weapon attacks on a stationary vehicle gain +1 to hit due to the target's size. Attacks with bows and other personal ranged weapons on fast moving targets like horses or chariots, or against moving flying targets like harpies or dragons take a -2 penalty to hit.

Personal weapon attacks from a fast-moving vehicle (like an archer firing arrows from the back of a chariot) are penalized by -1. This penalty is cumulative when attacking a moving target.

When using a vehicle-mounted weapon, throw Artillery/INT 8+ to hit

a target in Effective range and 10+ to hit a target beyond Effective range and up to maximum range. Artillery weapons do not suffer the -1 penalty for attacking from a fast-moving vehicle but are penalized for attacking a moving target.

Anyone may attempt to hit a specific location on the target vehicle. Apply a -4 penalty to the attack throw. However, if the shot hits and penetrates, it automatically hits the targeted location. Otherwise, the shot misses completely.

Vehicle Combat Modifiers Table

Tactical Combat Condition	Modifier
Beyond Effective Range	-2
Attacking from moving vehicle – unstable firing platform (applies to Chase combat as well)	-1
Attacking stationary vehicle	+1
Attacking fast moving ground target	-2
Attacking slow-moving aerial target	-2
Aiming for a specific location on a target vehicle	-4

Vehicle Penetration and Damage

When you hit a vehicle, throw the weapon's AV dice. If the throw is equal to or exceeds the vehicle's Light Damage Threshold, the attack has penetrated the vehicle's hull and caused internal damage. Roll one damage throw on the vehicle damage table. If the AV throw is equal to the target's Critical Threshold or greater, the attack has scored an automatic Critical Hit.

In case of a foot chase or a mounted chase, use the ordinary personal damage rules instead. To determine if an attack hits the mount or its rider, throw 1d6: on 1-3, the attack hits the beast, while on 4-6, it hits the rider. Alternatively, the attacker may aim directly at either beats or rider, at a -1 penalty to hit.

Vehicle Damage Table

2d6	Regular Damage	Critical Damage
4-	Breach	Knocked Out
5	Cargo	Knocked Out
6	Occupants	Knocked Out
7	Weapon	Knocked Out
8-9	Locomotion	Crew
10	Breach	Crew
11	Locomotion	Destroyed
12	Critical	Destroyed

The following are the damage effects on vehicles. Note that additional hits on a disabled system will have no further effect.

Regular Damage

Breach: A gaping hole is opened in the vehicle's hull. A breached ship begins to leak, reducing its speed by one quarter and inflicting a cumulative -1 penalty to all throws related to the vehicle's steering (effectively reducing Agility by 1). Four such breaches will cause the watercraft to take on too much water and begin to sink. It will sink within 3d6 minutes; if repair supplies are available, water breaches may be patched with a successful Craft/INT 6+ throw.

Cargo: 1 ton of cargo is destroyed. If no cargo remains, this becomes an Occupants hit.

Occupants: 1d6 occupants chosen randomly by the Referee are injured and take 3d6 damage each. Subtract personal armor from this damage if applicable. If there are less occupants than the roiled number, distribute the hits randomly between the remaining occupants, which means that some occupants may suffer a double hit.

Weapon: One of the vehicle's weapons is disabled and may not shoot.

Locomotion The vehicle's sails or oars are damaged.

First Hit: halve the vehicle's speed.

Second hit: The vehicle's sails are torn, or oars are all broken, and it cannot move. In case of flying super-tech vehicles, this might cause a crash; throw Natural Philosophy/DEX 8+ to land safely, otherwise the vehicle crashes; roll on the Critical Damage table.

Critical: Massive internal damage. Roll on the Critical Damage table instead.

Critical Hits

Knocked Out: The vehicle is seriously damaged and inoperable until it undergoes major repairs at a full-scale workshop. Each occupant must throw END 8+ to avoid taking 3d6 damage. Subtract personal armor from this damage if applicable. Watercraft of any size suffer a massive hull breach and will sink within 1d6 minutes.

Crew: All crew and passengers suffer 4d6 damage each. This is reduced by personal armor, if applicable.

Destroyed: The vehicle is destroyed, with the loss of all hands. In the case of ground or water vehicles, occupants may throw DEX 10+ to bail out unscathed; failure causes 5d6 damage.

Repairs

Throw Craft/INT 8+ to jury-rig a damaged or disabled system (such as sails) back to functioning with a handful of spare parts and improvised supplies. These repairs are temporary. The system will stop functioning again after 1d6 hours. Breaches are easier to repair, as noted above. Such repairs take an hour to complete.

Properly repairing a disabled system costs 2d6x10% of the vehicle's or system's original cost. Throw Craft/INT 10+ to repair the system in the field using spare parts. If this throw is unsuccessful, the damage requires a workshop to repair. Unless the Referee decrees that the vehicle itself is damaged beyond repair, a character with at least the Craft 1 skill will be able to replace or repair the system, at this cost, at a properly equipped workshop.

Fire and Wooden Ships

In naval combat using wooden ships, fire is a particularly dangerous hazard. A penetrating hit by a flaming weapon, such as a catapult's pitch shot or a dragon's breath, will ignite a fire. This fire causes one damage throw when the attack lands, and an additional damage throw every round afterward until the fire is put out. The more hits from incendiary weapons to a ship, the greater the blaze, and the harder the fire will be to extinguish. Fighting fires requires one person per fire-inflicted damage. The firefighter must dedicate their full chase turn to fighting the fire. The character attempting to douse the flames should indicate how they're attempting to do so. The Referee should call for a skill throw based on the description. Roll Skill/Attribute 8+ to extinguish each specific fire hit.

For example, Petrushka the Unwise is a travelling Natural Philosopher attempting to put a fire out on a galley being attacked by a dragon (we mentioned he was unwise). The player declare that Petrushka will use his extensive Natural Philosophy skills to fight the fire. The Referee deems this acceptable, if unwise: the required roll is Natural Philosophy/INT 8+.

Vehicle Combat and Chase Example

Rivkah the Barbarian is in a war chariot, chasing down a small cart carrying treasure! Her goal is to get control of the cart, which is being driven by a competent driver with three guards. No mean feat!

The Referee rules that Rivkah will have to gain Position for a full round before attempting to jump from the chariot to the cart. However, that's a problem for later on. The chase will last five rounds.

Rivkah the Barbarian STR: 10 DEX: 7 END: 10 INT: 9 EDU: 6 SOC: 5 Age: 21 Stamina: 11, Lifeblood: 22

Animals 0, Archery 0, Athletics 1, Carouse 0, Craft 1, Melee Combat 2, Riding 2, Scout 1, Survival 2, Watercraft 1. Traits: Pass Without Trace, Blind Fighting.

Ally, Enemy, Hound. Other Equipment: Hide/Fur armor (3), Battle Axe (3d6), Spear (2d6)

War Chariot: Agility -1, Light Damage 6, Critical Damage 9

The Opposition:

3x Bodyguards: STR: 8, DEX: 8, END: 9 INT: 6 EDU: 6 SOC: 6 Lifeblood: 20, Stamina: 10

Archery 1, Athletics 1, Melee Combat 1, Riding 1, Scout 1

Scale Armor (5), Short Swords (2d6), Short Bows (2d6)

Cart, Large: Agility -3, Light Damage: 3, Critical Damage: 6

Round 1

Position Rolls:

Rivkah: 1d6: 3 + 2 (Riding) – 1 (Agility) = 4

Cart: 1d6: 6 + 1 (Riding) – 3 (Agility) = 4

Rivkah and the cart are tied for Position, which means they can shoot at each other at a -2 penalty.

The two bodyguards who are not driving the cart take aim with bows and fire:

Archer 1: 2 + 1 (Archery) + 1 (Aiming) – 2 (Position) – 1 (Firing from a moving vehicle) = 1, a miss.

Archer 2: 4 + 1 (Archery) + 1 (Aiming) – 2 (Position) – 1 (Firing from a moving vehicle) = 2, a miss.

Rivkah will aim with her spear and fire at one of the archers: 8 + 1 (Aiming) – 2 (Position) – 1 (Firing from a moving vehicle) = 6, a miss.

Round 2

Position Rolls:

Rivkah: 1d6: 2 + 2 (Riding) – 1 (Agility) = 3

Cart: 1d6: 2 + 1 (Riding) – 3 (Agility) = 0

Rivkah has gained Position on the cart. Her action this round will be to gain a better Position. She rolls Riding: 2d6: 7 + 2 (Riding) – 1 (Agility) = 8. That's enough to get a +1 bonus on the next round's Position roll.

Unfortunately for the two archers, they now have to fire with a -3 penalty to hit, but they try for an aimed lucky shot:

Archer 1: 11 + 1 (Archery) + 1 (Aiming) – 3 (Position) – 1 (Firing from a moving vehicle) = 9, a lucky hit with Effect 1. The Referee rules that since Rivkah is driving the chariot and threw a spear last round, she will have no cover against this attack, and takes 7 + 1 (Effect) – 3 (Armor) = 5 damage from her Stamina, leaving her with 6 Stamina remaining.

Archer 2: 6 + 1 (Archery) + 1 (Aiming) – 3 (Position) – 1 (Firing from a moving vehicle) = 4 a miss.

Round 3

Position Rolls:

Rivkah: 2 + 2 (Riding) + 1 (Maneuver bonus) – 1 (Agility) = 4

Cart: 3 + 1 (Riding) – 3 (Agility) = 1

Rivkah has Position this round. She brings the chariot up beside the cart, and with a throaty yell, makes a mighty leap from the chariot to the cart!

The Referee rules that Riding or Athletics can be used here. Rivkah wisely chooses Riding 2 and rolls 7 + 2 (Riding) + 1 (STR) = 10, a success! Rivkah lands in the cart, battle-axe in hand, and the two guards draw their short swords...

Equipment

This chapter describes common tools, weapons, and other items used by adventurers, sorcerers, barbarians, and plucky Earthlings trapped underneath alien skies.

Assume that characters begin play with clothes suitable for adventuring. Any other equipment the character possesses comes from Mustering Out Benefits or may be purchased from the character's gold (such as the gold received on the Gold mustering out tables).

A Note on Technology

Sword of Cepheus has a narrow technology spectrum that describes traditional fantasy settings. These typically take place in the iron or medieval ages. However, this equipment list includes equipment from the Stone Age and the Bronze Age to support a wider variety of setting types and assumptions.

Coins and Money

Since Sword of Cepheus does not have a default setting, we use a generic “gold piece” or GP as our basic fantasy coinage. The following table shows the exchange value between the coins used in this supplement and other common fantasy coinage.

Coins are usually 90% pure or better.

Coinage

Coin	**Exchange Value**				
	Copper (cp)	Silver (sp)	Electrum (ep)	Gold (gp)	Platinum (pp)
Copper (cp)	1	1/10	1/50	1/00	1/500
Silver (sp)	10	1	1/5	1/10	1/50
Electrum (ep)	50	5	1	1/2	1/10
Gold (gp)	100	10	5	1	1/5
Platinum (pp)	500	50	10	5	1

Living Expenses

What is a gold piece worth? Referees and players can use the table below to estimate the value of a gold piece in various Sword of Cepheus social settings. A huge treasure of 10000gp could feed an entire village for years, but barely cover the expenses of a rich noble for a couple of months.

The given SOC ratings are approximate levels of comfort enjoyed by characters of such standing and are not binding but provide a general guide to an expected standard of living.

Living Expenses Table

Quality of Living	Monthly Cost	Daily Cost	Common Professions
Wretched (SOC 0-1)	1sp	1cp	Poor peasants
Poor (SOC 2-3)	1gp	1sp	Average peasants
Adequate (SOC 4-5)	10gp	1gp	Skill laborers and journeyman crafters
Comfortable (SOC 6-8)	75gp	10gp	Expert crafters and freeborn farmers
Prosperous (SOC 9-10)	300gp	25gp	Master professional and rich freeholder
Opulent (SOC 11-12)	1000gp	50gp	Aristocrats and knights
Aristocratic (SOC 13-14)	6000gp	400gp	Landed nobility
Royal (SOC 15-16)	12000gp	1000gp	Worthy of a prince!

Encumbrance

The Sword of Cepheus does not use detailed encumbrance mechanics. Instead, a character may carry items equal to their STR with no penalty. This represents a Light Load. Characters may carry up to three times their STR as a Heavy Load. A heavily loaded character suffers a -1 penalty to all physical task throws and can only use a maximum of one move action per turn. Their overland speed is reduced by half as well.

An “Item” is anything of significant size: a sword, a 3-meter pole, a standard length of rope etc. Larger items may count as more than one Item, and we note them as such in their description. Small items, such as a compass, a needle, or a candle to not count as Items, subject to the Referee’s judgement. Unless specified otherwise, all items listed below are counted as one Item. 1000 coins count as one Item.

Market Availability

Wandering adventurers may wish to purchase items that may not be available in every community they pass through. Alternately, they might want to purchase more items than the local market has available. The relative availability of items is determined by the price of the item and the size of the market they are in. A market can be anything from the humble village fair to the bazaars of a major metropolis.

In the Availability Table below, the number in parenthesis is the number of items of that value that are immediately available. If an entry has a task roll target number listed, use the appropriate skill and either the INT or SOC characteristic modifier to throw that number or higher to locate a single desired item. Relevant skills might include Craft, Animals, Liaison, or even Streetwise. In some markets, very expensive items will simply not be available. The Referee should adjust these prices based on the specific settlement and setting. For example, a port city renowned for its ship building may have a market defined as a Town, but for ships, it can be considered a City, increasing the chances of a sailing boat being available, but limiting the availability of mansions.

Commissioning Equipment

If a desired item is not available, it may be commissioned for purchase. The advantage of commissioning is that items can be made available when they normally would not be. Consult the Availability Table and treat the desired item as one category less expensive when calculating the number of items potentially available for commissioning. The disadvantage is the equipment will not be immediately available, or in smaller settlements not available at all as there is no one with the necessary skills living there. Player characters will have to wait. Buildings and vehicles, which can be constructed by teams of people, are constructed at the rate of 1 day per 500gp of cost. Animals take 1 day per 1gp to find and train. Other equipment takes 1 day per 5gp of cost to be manufactured.

Settlement Sizes and Item Availability

Below we briefly describe the various settlement sizes to familiarize players and Referees with the kinds of item availabilities they should expect. For a more detailed discussion about settlements, see the Encounters Chapter.

Hamlet

A tiny village of a few dozen families: at most about 50 people Most of the hamlet's population engage in whatever the primary industry of the area may be – farming, fishing, logging, or hunting. Unless the hamlet is part of a more civilized culture, the primary mode of exchange will be bartering, although the residents usually have a few coins' worth of actual money as well.

Village, small

These settlements have up to about 250 people, A village usually (but not always) has a selection of basic amenities: a tavern or an inn; a smithy; and perhaps a store of some kind selling the most basic of goods – usually locally sourced produce.

Village, large

With up to about 500 people, large villages are the smallest settlements to have a regular marketplace: a site where people from the area come together to buy and sell goods, most often on a weekly basis. Itinerant traders will organize their schedules to arrive in these villages on trading day.

Town, small

With up to 5000 residents, expect small towns to have one or more permanent marketplaces that do a daily business, and individual shops where particular goods can be bought and sold. Here, monetary exchange has all but completely replaced the barter system.

Town, large

A large town boasts a population of up to 10000. A large town will have several permanent marketplaces scattered throughout it, often specialized for different types of goods. Large towns are often manufacturing centers for local luxuries.

City, small

With a population of up to 20000 a small city will have all the amenities of a large town and are regional centers of trade and commerce for entire states.

City, large

With populations in the tens of thousands a large city is often the capital of a kingdom and has the widest array of goods and services available. Most items can be found here, but prices are not guaranteed to be low, despite the availability. Guilds may control pricing to protect their members' livelihoods but must still ensure that a market still thrives.

Metropolis

These rare settlements exceed a hundred thousand people. Goods and services are even more available than in cities as these huge centers of trade and civilization will be known throughout the world.

Availability Table

Settlement	**Availability per gp price category (on 2d6)**				
Market (Population)	**0-10**	**11-100**	**101-1000**	**1001-10000**	**Over 10000**
Hamlet (100 or less)	10+	12+	None	None	None
Village (100-1000)	(5)	10+	12+	None	None
Town (1000-10000)	(25)	(5)	10+	12+	None
City (10000-100000)	(100)	(25)	(5)	10+	12+
Metropolis (100000+)	(500	(100)	(25)	(5)	10+

A number in brackets is the number of items typically always available in a settlement of a given size. Otherwise, throw an appropriate skill with INT or SOC modifier at the listed target number to obtain the item in question in a given settlement size.

Personal Armor

Personal armor reduces the damage caused by incoming attacks. Subtract the armor's Protection from any damage caused to the character. Note that heavier armor counts as more than one item of encumbrance.

Heavy armor – scale armor or heavier – is cumbersome and noisy when worn. Wearing such armor subjects the wearer to a negative modifier to all throws related to stealth, swimming, balancing on a tightrope, or any other situation where wearing a heavy suit of metal armor might be detrimental to the effort. Many fantasy settings do not allow spell users to wear metal armor as it restricts their movements too much to cast spells, or because the metal interferes with spell casting.

Shields represent a special type of protection. Shields do not reduce damage, shields penalize attacks against the shield-bearer, and when combined with the Overwatch combat action, large shields can function as cover. See the Personal Combat chapter for more details.

Personal Armor

Armor	Protection	Cost	Enc.	Sneak Modifier
Hide and Fur	3	10gp	1 item	0
Leather	4	20gp	1 item	0
Leather, Wonderous	8	200gp	1 item	0
Scale or Ring	5	30gp	1 item	-2
Chain	6	40gp	2 items	-2
Banded or Lamellar	8	50gp	3 items	-3
Plate	10	60gp	3 items	-4
Shield, small	-1 to hit	10gp	1 item	0
Shield, large	-1 to hit/cover on Overwatch	25gp	2 items	0
Barding, leather	3	40gp	20kg weight	0
Barding, scale	4	75gp	25kg weight	-2
Barding, chain	5	150gp	30kg weight	-2
Barding, banded	6	300gp	35kg weight	-3
Barding, plate	8	600gp	40kg weight	-4

Hide and Fur: Crude armor made from animal skin. Provides good protection from the cold but minimal protection from all but the crudest weapons.

Leather: Armor made from hardened leather or laminated linen.

Leather, wonderous: Leather armor made from the hides of wonderous or magical beasts such as dragons. At the referee's discretion, wonderous armor may provide additional protections at increased costs.

Scale: Armor manufactured of many small metal, leather, or horn scales, or rings attached to a backing material such as cloth or leather.

Chain: Armor made from small metal rings linked together in a pattern to form a mesh. Chain provides better protection than hide and leather-based armors, but less than that of heavier metal armors. Chain is a common type of armor among soldiers.

Banded: Armor made of overlapping horizontal strips of laminated metal attached to leather backing. Banded or lamellar armor is heavy but provides significant protection.

Plate: Armor made from large, overlapping metal plates worn over the chest and vital areas. Plate armor includes chain armor sections that cover the joints.

Shield: A wooden or metal shield is strapped to the arm and provides a negative modifier for the opponent to hit. A small shield allows the wearer to hold an object in that hand, but not attack with it. A small shield provides a -1 penalty to be hit, for a number of attacks equal to the shield-bearer's Melee Combat skill, per round. A large shield must be strapped to the shoulder and does not allow the wearer to hold anything in that hand. When combining a large shield with the Overwatch action in combat, a full shield provides a -2 cover bonus. Shields may also be used to bash an opponent as an attack, causing 1d6 damage. If a shield spike is installed (see details below) the damage is increased to 2d6.

Barding: This is armor for a light warhorse and made from a variety of materials (see table). Barding for other riding creatures have costs that vary with the animal size. Use the difference in the animal's carrying capacity to determine the relative costs. For example, barding for an Elephant would cost 10x the listed price and barding for a war dog would be one fifth the listed price.

Weapons

Barbarians slaying their foes with a mighty heft of their axe. A veteran archer putting an arrow into the one weak spot in a dragon's impenetrable scales. Pirates fighting over control of a ship laden with gold, their cutlasses meeting the belaying pins of the defenders. Violence and combat are common occurrences in Sword and Sorcery adventures and stories. The following weapons represent the most common ways of inflicting damage to an opponent.

Weapon Aspects

Weapons have Aspects describing their special characteristics, as noted on their tables.

AV X: Number of Anti-Vehicular dice. Throw this number of dice when you hit a vehicle; if the throw is equal or greater than the vehicle's armor rating, the shot penetrates and causes a Light or Critical damage roll. Use the AV rating only when fighting against vehicles or vehicle-sized creatures such as dragons and elephants.

Blast X: This weapon damages targets in its blast radius. The number given is the blast radius in meters. A character caught within the blast radius may Dive For Cover to reduce the damage by half before applying armor. This costs the character's next action. See the Personal Combat chapter for more details.

Bulky: A Bulky weapon is extremely heavy – this makes it difficult to use effectively in combat by someone of a weak physical stature. Characters with STR 8 or less suffer a -2 modifier when using such weapons. Bulky weapons cannot be used from the back of a mount.

Entangle: On a successful hit, the target must throw DEX 10+ to avoid being entangled, costing an action. Entangled targets are

unable to move or use a weapon. The target remains entangled until they make a DEX 10+ throw or are cut free by an ally who inflicts 5 points of slashing damage on the entanglement.

Fire: On a successful hit, throw 6+ for the target to catch fire. A burning target takes 2d6 damage per combat round for 1d6 rounds, or until the fire is extinguished. Normally, rolling on the ground will put out a fire. 1 liter of water will extinguish most small fires. More water might be required for major fires.

Hook: a hooked weapon can pull a mounted target to the ground. Throw Melee Combat/DEX 8+ with a negative modifier equal to the targets DEX modifier.

Mounted: This weapon is especially suitable for use from a mount, such as a horse, and grants a +1 bonus to hit and to damage when attacking while mounted.

Reach: This weapon has a longer reach and characters using a weapon with Reach enjoy a +1 modifier to initiative throws. See the Combat chapter for details.

Thrown: This weapon may be thrown. Effective range when throwing is STR in meters, and the maximum range is STRx2 in meters.

Two-Handed: The weapon requires both hands to use. This precludes the use of a shield. Weapons without this Aspect are one-handed by default.

Alternate Materials

The Sword of Cepheus assumes weapons are made of iron or steel. Certain settings may allow other materials to be used. When using alternate materials, the following rules apply.

Poor Quality: Poor quality manufacturing or materials, such as bronze weapons, suffer a -1 penalty to hit, and poor-quality metal armor has 1 point less armor protection than the same item made of decent quality iron or steel. Poor quality items are cheaper than normal iron or steel items. Reduce the cost of poor-quality items by 10% (round up): a bronze great axe would cost 9gp.

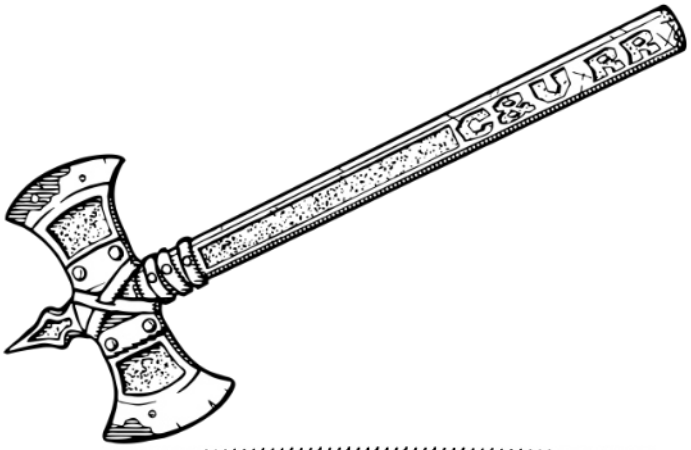
Darkwood: a rare wood as hard as oak but exceptionally light. Any wooden or mostly wooden items made from darkwood reduces their encumbrance burden by 1, to a minimum of 0. Equipment that is normally one item's worth of encumbrance counts as half an item for tracking encumbrance. Darkwood items cost twice as much as a normal wooden item.

Silver: Some monsters are vulnerable to silver weapons. Silvered weapons costs 10x the base cost. For example, a silvered saber will cost 120gp.

Mythral: a fantasy metal stronger and lighter than steel. Weapons made from mythral gain a +1 modifier to hit and are treated as magical weapons. Mythral armor increases protection by 2 points. Mythral items reduce an item's listed encumbrance by 1, to a minimum of 0. The cost of an item made of mythral metal is 20x the base cost. For example, a broadsword made of mythral would cost 300gp. Mythral items gain a +2 modifier when resisting any attempts to destroy them. Creatures that can only be damaged by silver weapons can also be damaged by mythral.

Melee Weapons

The following weapons use the Melee Combat skill and Strength modifiers to modify the attack throw. Larger melee weapons may harm light vehicles, such as a rowboat or chariot, but are ineffective against larger ships.



Melee Weapons

Weapon	Cost (gp)	Damage	Aspects
Axe, battle	7	3d6	AV 1d6
Axe, great	10	3d6+3	AV 1d6, Bulky, Two-Handed
Axe, hand	4	2d6+1	Thrown
Bill Hook	6	3d6	Bulky, Hook, Reach, Two-Handed
Bola	5	1d3	Entangle, Thrown
Club	1	1d6	-
Cudgel	5	2d6	-
Cutlass	10	2d6+1	-
Dagger	3	2d6	Thrown
Flail	5	3d6+1	Bulky, Entangle
Garrote	1	2d6	Two-Handed
Halberd	7	4d6	AV 1d6, Bulky, Reach, Two-Handed
Knuckle-duster	1	1d3	-
Lance	10	2d6	Mounted, Reach
Maul	7	4d6	Bulky, Two-Handed
Pitchfork	2	2d6	Reach, Two-Handed
Saber	12	3d6	Mounted
Shield Spike	5	1d6	-
Spear	3	2d6+1	Reach, Thrown
Staff	1	2d6	-
Sword, great	15	4d6	AV 1d6, Bulky, Two-Handed
Sword, long	10	3d6	-
Sword, short	5	2d6	-
Throwing Steel	1	1d6	Thrown
Unarmed	-	STR Modifier	-
Warhammer	7	2d6	Thrown

Axe, battle: A large axe designed for war.

Axe, great: A massive two-handed axe. A great axe counts as two items for encumbrance purposes.

Axe, hand: A small axe made from metal or stone, anything from a stone-age tool to a medieval war hatchet.

Bill Hook: An agricultural tool adapted for war. The bill hook is a long spear with a hooked end that is sharp on the inner curved surface. The bill hook is effective at dismounting attackers on horseback.

Bola: These are thrown weapons made of weights on the ends of interconnected cords, designed to capture their target by entangling the legs. A bola will cause the target to be knocked down (as per the combat effect) with a successful thrown entangling attack.

Club: The simplest of weapons, a heavy stick.

Cudgel: A large club with wood, bone, or metal spikes at the end, often called a mace.

Cutlass: A short, broad slashing sword with a slightly curved blade and basket-guard hilt. Traditionally used by marines and pirates.

Dagger: A straight, short knife. Daggers are usually quite concealable.

Flail: A spiked ball attached to a wooden handle with a chain, a flail is a deadly weapon, but difficult to control. A wielder can make an entangling attack with a flail that only inflicts half damage.

Garrote: While any piece of cord can be used to strangle someone, a garrote has handles to make it easier to apply force. A garrote can only be used on someone who has been successfully grappled or surprised. If a successful grapple leads to the enemy suffering damage, they suffer 2d6 damage. Every consecutive round a garrote is applied with a successful grapple check, add an additional 1d6 damage, in addition to any suffocation damage the victim may take.

Halberd: This weapon consists of a wide slashing blade and a long spike mounted atop a long shaft. A halberd counts as two items for encumbrance purposes.

Knuckle-duster: These implements wrap around the fingers and adds inertia to any punch while protecting the fist. Usually made of brass or iron. Metal tips can also be added to boots or shoulder plates in the same way to similar effect. Spikes may be added to the device, increasing the damage to 1d3+1 for 5gp.

Lance: A long, spear-like weapon designed for use while mounted. Lances count as two items for encumbrance purposes. This weapon is most effective in a mounted charge: add 2d6 damage when using a lance in a mounted charge.

Maul: A two-handed hammer. A maul counts as two items for encumbrance purposes.

Pitchfork: An agricultural tool sometimes used as a weapon. The stats are for the sturdier versions, including nautical tridents. Counts as two items for encumbrance purposes.

Sabre: A single-edged curved sword, often with a large handguard. A saber is traditionally a cavalry weapon.

Shield Spike: A wooden, bone or metal spike added to a shield. The spike allows the shield to be used as a weapon as well as a shield.

Spear: A wooden shaft or a sharpened or metal-tipped end, this is a basic, yet effective, melee weapon.

Staff: A long wooden shaft, sometimes with metal fittings, used with two hands.

Sword, great: A large two-handed sword. Great swords count as 2 items for encumbrance purposes.

Sword, long: One of any variety of straight swords designed to be used one handed.

Sword, short: An intermediate weapon between a dagger and a sword, designed for maneuverability and stabbing.

Throwing Steel: A collective term for small thrown weapons, such as war-darts and shuriken.

Warhammer: A sturdy hammer designed for war.

A note on unarmed damage: any character can inflict at least 1 point of unarmed damage (before armor, of course) even if their STR modifier is 0 or lower.

Ranged Weapons

The following weapons use the Archery skill and Dexterity to modify the attack throw. Ammunition cost is per quiver (usually 20 arrows or bolts). All ranged weapons require two hands to use, except the atlatl, javelin, and sling.

Ranged Weapons

Weapon	Cost (gp)	Damage	Range	Ammo Cost	Aspects
Arbalest	50	4d6+1	60/120	3gp	AV 2d6
Atlatl	1	2d6	30/60	1gp	-
Blowgun	1	1d6	10/20	1sp	-
Bow, composite	15	3d6	50/100	1gp	AV 1d6
Bow, long	7	3d6+1	50/100	1gp	AV 1d6+1, Bulky
Bow, short	3	2d6	30/60	1gp	-
Crossbow	30	2d6+3	30/60	2gp	-
Javelin	5	2d6	20/40	-	-
Sling	2	2d6	40/80	1sp	-

Arbalest: A heavy crossbow that must be reloaded with mechanical assistance. The arbalest is the mightiest ranged weapon on the medieval battlefield. It takes 2 actions to reload an Arbalest and counts as two items of encumbrance.

Atlatl: A spear or dart throwing device, the atlatl is a made of carved wood or bone and increases the range of a thrown spear. Atlatls are common in primitive societies before the invention of the bow.

Blowgun: A thin, 1m long tube shooting small darts (throwing steel). Blowgun darts are often tipped with poison.

Bow, composite: A recurved bow made of laminated wood, horn, and sinew. Composite bows are difficult and expensive to craft but offer an exceptionally good combination of mobility and power. A composite bow may be fired from horseback. Loading a bow is a free action done as part of the firing or aiming action.

Bow, long: A bow made from a single piece of wood, as tall as a person. The long bow requires great strength to use effectively. It counts as two items for encumbrance purposes. Loading a bow is a free action done as part of the firing or aiming action.

Bow, short: A short bow made of a single piece of wood or bamboo. The easiest bow to make using non-specialist types of timber. This bow may be fired from horseback. Loading a bow is a free action done as part of the firing or aiming action.

Crossbow: A bow mounted on a crosswise stock with a trigger. This weapon fires short but heavy bolts. Crossbows are reloaded by hand or with a quick-drawing lever. They are easier to use than a bow and require less training. Crossbows require one action to reload.

Javelin: A short spear balanced for throwing, a javelin has much greater range than a spear.

Sling: A simple projectile weapon made of braided flax, hemp, or leather, used to hurl small stones or lead bullets. The ammo cost shown is for lead bullets. Small stones are available for the taking in most wilderness settings: smoother is better, but slings firing stone ammunition suffers a -2 penalty to damage.

Artillery

The following weapons use the Artillery skill. Ammunition cost is per individual bolt or shot.

Artillery

Weapon	Cost (gp)	Damage	Range	Ammo Cost	Aspects
Ballista	80	6d6	200/300	2gp	AV 2d6
Catapult, heavy	200	8d6	400/600	5gp	AV 3d6, Blast 5m
Catapult, light	100	6d6	300/400	5gp	AV 2d6, Blast 2m

Ballista: Essentially a massive crossbow, this siege weapon hurls immense bolts at its targets. It does not have a minimum range. The ballista suffers -2 modifier to hit low-flying targets.

Catapults: Siege weapons powered by either torsion or a counter-weight mechanism, hurling rocks or other projectiles. Catapults have a minimum range (150m for the light catapult and 200m for the heavy catapult). They cause damage to characters within the radius of their impact. A variant of the catapult is the Trebuchet, which uses a shorter arm but holds the ammunition at the end of a rope. The

statistics are the same for either type of weapon.

Pitch Shots: Catapults may launch incendiary pitch shots. These cost 25gp each and are particularly effective against personnel and wooden ships. They gain the Fire aspect against all targets in their blast radius.

Adventuring Equipment

The following items are common among adventurers and explorers.

Adventuring Equipment

Item	Cost	Item	Cost
Altar, portable	60gp	Padlock	20gp
Backpack (holds 4 items)	2gp	Pole (3m)	1gp
Barrel (80 liters)	2sp	Pouch (holds 1 item)	5sp
Basket	4sp	Rations, iron (7 days)	1gp
Bedroll	2gp	Rations, standard (7 days)	5gp
Candles (12)	5sp	Rope (20m)	1gp
Chest	20gp	Sack (holds 6 items)	5sp
Crowbar	1gp	Saddle, riding	30gp
Flint and Steel	1gp	Saddle, pack	15gp
Grappling Hook	25gp	Saddlebag	4gp
Hammer (small; tool)	2gp	Shovel	2gp
Hand Axe (small; tool)	2gp	Skis	5gp
Healer's Kit	10gp	Sled	10gp
Holy Symbol	25gp	Spell Codex (blank)	20gp
Iron Spikes (12)	1gp	Stakes (5) and Mallet	3gp
Ladder	2sp	Tent	20gp
Lantern	10gp	Thieves' Tools	25gp
Manacles	5gp	Torches (6)	1sp
Mirror (steel)	5gp	Water/Wine Skin (1 liter)	5sp
Musical Instrument	50gp		

Altar, Portable: Designed with the travelling priest in mind, the portable altar is a heavy, polished wood case, properly sanctified by the priest's religion. Carefully engraved with the symbols and imagery of their religion, the heavy lid opens to reveal a silk-lined compartment designed to contain a large number of religious paraphernalia. With a full stocked portable altar, a priest can hold

services anywhere they travel.

Backpack: A backpack allows a person to carry items while keeping their hands free. The backpack itself does not count as an item for the sake of encumbrance. A character may carry up to 8 items in a backpack, which count against the character's encumbrance limit.

Barrel: A large wooden container, usually reinforced with metal bands for extra strength. Barrels can contain liquid or dry items. Common barrels contain 80 liters of liquid or an equivalent volume of dry goods such as flour or seeds. Barrels count as 3 items when empty and 15 items when full.

Bedroll: A thick woolen blanket that can keep a single person warm down to 10oC.

Candles: A candle will illuminate a radius of approximately 2m and burns for an hour.

Chest: An iron-bound wooden container about 1 cubic meter in size that can hold 20 items.

Crowbar: A 1m long iron bar used to force doors and other objects open. Using a crowbar provides a +2 bonus to any STR roll to pry open an object or door. In combat, treat a crowbar as a club doing 1d6+1 damage.

Flint and steel: These implements are used to start fires with ease. Lighting a fire with flint and steel takes 1 combat round (6 seconds). Lighting a fire without flint and steel takes 1 exploration turn (10 minutes) and requires a Survival/INT 6+ throw. Apply a -1 penalty to the throw in rain, and -2 penalty in really terrible weather.

Grappling hook: A large iron hook used for anchoring a rope. Hooking a distant target with a grappling hook requires an Athletics/STR 8+ throw.

Hammer (small): This tool may serve for work or for driving iron or wooden spikes. If used in combat, it inflicts 1d6damage.

Hand Axe (small): A sharp piece of stone, bone, or metal attached to a short wooden shaft. Hand axes are used to cut and shape wood. If used as a weapon it does 2d6 damage but does not have the Thrown aspect.

Healer's Kit: A well-packed collection of herbs, bandages, needles, scalpels, and other items used to treat injuries, diseases, and poisons.

Holy symbol: A symbol holy to a religion, often worn as a necklace. At the Referee's discretion, this may grant a +1 to Religion throws against magic and magical creatures. The standard holy symbol is made of silver or other precious metal. Wooden or stone symbols are often worn by poorer believers and cost 5gp but provide no additional protection.

Iron spikes: Twelve metal pitons used to secure ropes, or to spike doors open or shut.

Ladder: A 3m wooden ladder with rungs for climbing vertical surfaces. Using a ladder allows the user to ignore penalties to the Athletics climb task.

Lantern: A covered oil lamp. A lantern burns 1 flask of common oil in 4 hours and illuminates up to a 10m radius. Lanterns may be closed to conceal or direct its light or protect the fire from wind or rain.

Manacles: Metal clamps designed to bind the hands or feet. Escaping manacles requires either the Contortionism trait and a DEX 10+ throw, or a Craft/DEX 10+ throw to pick them. Leather manacles are also available. Leather manacles provide a +1 modifier on the escape throw and only cost 2gp. If a character is wearing the manacles while trying to pick them, impose a -2 penalty to the Craft skill throw.

Mirror: A small, handheld polished steel mirror. This item may serve to peek around a corner without risking damage from concealed threats.

Musical instrument: Any one of many musical instruments. A simple instrument costs 25gp; a good-quality instrument will cost around 50gp; superior designs can go for 100gp or more.

Padlock: A common iron lock with a key.

Pole, 3m: A 5cm-thick, 3m-long wooden shaft. Older and more experienced adventurers use it to test the depths of ponds and poke at suspected traps.

Pouch: A small leather or cloth bag capable of holding one item. The pouch itself does not count as an item for the sake of encumbrance.

Rations: Iron rations are dried, salted, or otherwise preserved food providing sustenance for 7 days. Iron rations will last for up to 2 months in the wilderness before spoiling. At the Referee's discretion, they may spoil earlier in harsh environments, such as noxious swamps or damp underground caverns.

Rope, 20m: A strong rope capable of supporting up to 300kg: approximately three average adventurers with typical gear.

Saddle: Made of cured leather, a saddle provides comfort and bracing for the rider and the animal. If the rider is knocked unconscious, there is a 50% chance they will stay in the saddle. A pack saddle does not allow a rider but allows the mount to carry its full carrying capacity in gear and supplies.

Saddlebag: Designed to fit on a saddle, a saddlebag allows a horse or other mount to carry its full carrying capacity (including rider).

Shovel: A wooden handle with a flattened end often made of metal. Shovels used as weapons do 1d6 damage, as a club.

Skis: Made of flat wood, these are approximately 2m long, and are attached to the feet. Skiers hold 1m long poles in each hand to aid in balance. Skis allow normal movement rates over snow and double movement rate if moving downhill.

Sled: Measuring about 2m long and designed to pull captured quarry or to assist a fallen comrade, a sled is most used to carry additional items. A sled doubles the number of items a person may carry, both light and heavy loads, but the person may only travel at half speeds.

Spell Codex, blank: A high-quality parchment or paper book, used for recording spells as described in the Sorcery chapter.

Stakes and mallet: Five 30cm-long sharpened wooden shafts made famous by horror tales about vampires. The mallet is wooden or metal and is equivalent to a small hammer.

Tent: A semi-watertight covering held in place by wooden rods. A tent can hold two people in cramped conditions.

Thieves' tools: A set of lockpicks and other small tools used for burglary and to tamper with various mechanisms, like traps. Attempting to pick a lock or disable a trap without proper tools incurs a -1 penalty to the attempt.

Torch: Wooden shafts tipped with pitch and cloth. A torch burns for 1 hour and clearly illuminates a 10m radius.

Waterskin/Wineskin: A container – usually made from leather – capable of holding 1 liter of liquid. A full water or wineskin counts as one encumbrance item.

Food and Lodging

What follows is a brief sampling of foods and drinks that are typically available in sword and sorcery settings.

Food

Food	Cost	Food	Cost
Ale, cheap	1cp	Meal, poor	1cp
Ale, good	2cp	Meal, common	1sp
Bread, common	5cp	Meal, good	1gp
Bread, course	2cp	Meal, feast	10gp
Cheese, 1kg	1sp	Wheat, 1kg	2cp
Eggs	5cp	Wine, cheap	2cp
Flour, 1kg	5cp	Wine, good	1sp
Fruit, 1kg	2sp	Wine, rare	5sp
Horsebread	1cp		

Lodging

Lodging	Cost	
Cottage, wood	300gp	
Cottage, stone	1000gp	
Hut, wattle	25gp	
Hut, wood	50gp	
Inn, poor	1sp	
Inn, average	2gp	
Stabling, horse	5sp	
Townhouse	1200gp	

Horsebread: specially baked food for horses or other animals when grazing is poor, or owners don't have time to a let the animal graze. Horsebread comes in flat "loaves" weighting 2 kg. A large horse needs 8 kg of horsebread per day, if no other grazing options are available.

Inn: These establishments offer food, drink, lodging, and stabling. Poor inns are gambling dens and flophouses, frequented by harlots, gamblers, and ruffians. Average inns include hostels and lodges designed for travelers and traders. Rich inns are the preserve of wealthy merchants and the nobility. Costs shown are for lodging only; food, drink, and stabling are extra.

Cottage: a building about 10m square. Wooden cottages have a thatched roof and earthen floor suitable for a peasant family (SOC 5-6). Stone cottages have a thatched roof and a wooden floor and are owned by wealthy freeholders and poorer nobles (SOC 7-8).

Hut: A 3m square building with earthen (wattle) walls, earthen floors, and a thatched roof. Those of SOC 1-2 live in these types of dwellings. Huts with wooden walls provide slightly more protection from the weather and may be used by SOC 3-4.

Townhouse: A 10m square two-story building with a wooden floor, stairs, and a wooden or slate roof. Wealthy craftsman (SOC 9-A) might live here.

Stabling: cost to feed and protect a horse for one night within a barn or other building. Feed is 5cp per day.

Clothing and Fabrics

This is a brief list of a variety of clothing pieces, as well as the general costs of outfits at different Social Standing levels.

Clothing and Fabrics

Item	Cost	Item	Cost
Belt	4sp	Dress, SOC 12-14	100gp
Boots, low	6sp	Dress, SOC 15-16	1000gp
Boots, high	3gp	Gloves	4sp
Cloak, hooded	1gp	Hat	10sp
Cloak, winter	15gp	Robe	6gp
Dress, SOC 1-2	5sp		
Dress, SOC 3-5	1gp		
Dress, SOC 6-8	4gp		
Dress, SOC 9-11	20gp		

Boots: sturdy foot-ware, boots come can be either low, rising just above the ankle, or high, coming up to the knees. Boots provide protection for the feet from rocks, thorns, or other minor inconveniences. Boots provide the equivalent of Protection 2 against snake bites and other ground-level hazards.

Dress: The clothing people wear varies from the rags worn by slaves and serfs, to elaborate court attire worn by kings and queens. Wearing attire inappropriate to the occasion, or one's social standing, is a major breach of etiquette in any society. The prices given are per outfit.

Gloves: garments covering the hands, gloves are worn for comfort, fashion, or protection. However, wearing gloves does not protect against magical curses or slimes. Actions requiring a delicate touch, such as picking a lock or removing a trap, cannot be performed while wearing gloves.

Materials

Material	Cost	
Canvas	1sp	
Linen, cheap	1gp	
Linen, fine	7gp	
Silk	15gp	
Wool, cheap	6sp	
Wool, fine	6gp	

Material: one square meter of woven material used to make clothing and other items. Often transported in bolts ranging from 30 to 90 meters in length.

Herbs and Potions

The following herbs and potions are commonly available. Each item is about 0.5kg, or 0.5 liters for liquids, unless mentioned otherwise. The items are packaged in paper or cloth; potions are usually contained in flasks made from pottery or glass, with a stopper. Each potion counts as an Encumbrance item.

Herbs and Potions

Item	Cost	Item	Cost
Acid	10gp	Oil, military	2gp
Belladonna	10gp	Soap	Soap
Birthwort	10gp	Spices, common	3gp
Comfrey	10gp	Spices, rare	15gp
Garlic	5gp	Wolfsbane	10gp
Goldenrod	10gp		
Holy Water	25gp		
Ink, black	8gp		
Oil, common	3sp		

Note: To accurately throw a flask or potion at a target requires an Athletics/DEX 8+ throw. A thrown flask has an effective range equal to the thrower's STR and a maximum range equal to twice the thrower's STR. A failed throw means the flask deviates by 1d6 meters in a random direction from the intended point of impact. All thrown flasks have the Blast 1m Aspect unless stated otherwise.

Acid: A flask of acid can injure people and damage metals. Acid flasks have the Blast Aspect of 2m and do 2d6 damage.

Belladonna: Also known as deadly nightshade, belladonna is a poisonous flower. Eating 0.5 kg of belladonna within one hour of being infected with lycanthropy allows a character an END 8+ throw to resist the affliction. If they fail their throw however, they die within 10 minutes.

Birthwort: A healing herb and remedy for snake venoms and other poisons. Birthwort can be applied as a compress to a poisoned wound by someone with the Healing skill. Used in this manner, it provides a +1 modifier to Healing throws to neutralize the poison.

Comfrey: A powerful healing herb. A character with the Healing skill can create a poultice of comfrey to treat a wound inflicted within the last hour. This poultice heals 1 point of Lifeblood damage immediately. A character can only be treated with comfrey once per day. The Healer's Kit contains one dose of comfrey.

Garlic: Believed to repel vampires and similar types of undead creatures. Garlic causes vampires to cringe and hesitate for 1d6 rounds.

Goldenrod: This healing herb is used to treat many common joint ailments. The use of goldenrod provides a +1 modifier on any Healing throw to cure these types of diseases.

Holy Water: Pure water that has been blessed by a priest. Blessing a basin of Holy Water requires a Religion/INT 8+ roll, which produces 5 vials. Holy water is used in religious ceremonies, but it also causes 1d6 damage to any undead creatures touched by it, for 2 rounds. Holy water cannot retain its power if stored in any container other than the one it was blessed in.

Ink: A small bottle of black ink. Other colors cost twice as much.

Oil: Common oil is used as fuel in lamps, lanterns, or as a lubricant. Military oil is highly flammable and adhesive. A lit flask has the Fire weapon Aspect (see above) and the Blast 2m Aspect.

Soap: Used to clean clothing and people.

Spices: These are used to improve the flavor of food. Common spices include clover, salt, pepper, and sugar. Rare spices include saffron, cinnamon, and nutmeg.

Wolfsbane: Also called aconite, wolfsbane may drive off werewolves and other lycanthropes if they are struck with a sprig. Wolfsbane acts as a poison to lycanthropes, Virulence 8. Wolfsbane is also a poison to non-lycanthropes, but it must be eaten to have any damaging effect.

Vehicles

The following vehicles are standard to most low-tech sword and sorcery settings. Characters will need to purchase draft animals if they want to use many of the land vehicles at full effectiveness.

Vehicles

Vehicle	Cost (gp)	Agi.	Spd. (km/d)	L. Dmg.	C. Dmg.	Wpns.	Crew	Cargo
Bireme	30000	+1	120	9	12	2	70	1 ton
Boat, River	400	-1	60	6	9	-	1	3 tons
Boat, Sailing	2000	+0	120	6	9	-	1	2 tons
Canoe	40	+1	30	3	6	-	1	40kg
Cart, small	25	-2	15	2	4	-	1	125kg
Cart, large	50	-3	15	3	6	-	1	250kg
Chariot, war	180	-1	15	6	9	-	1	1 ton
Galley, merchant	30000	+0	150	9	12	2	200	20 tons
Galley, war	60000	+1	120	9	12	3	330	30 tons
Longship	15000	+1	150	9	12	-	75	10 tons
Palanquin	100	-2	60	6	9	-	4	200kg
Raft, barge	100	-2	60	6	9	-	2	2 tons
Raft, crude	1	-2	60	4	6	-	1	1 ton
Sailing Ship, large	20000	-1	120	12	18	3	20	150 tons
Sailing Ship, small	10000	+0	150	9	12	1	10	50 tons
Trireme	50000	+1	100	12	18	3	200	1.5 tons
Wagon	200	-3	15	3	6	-	1	1 ton

Bireme: A wooden sailing ship that mounts two banks of oars on either side, presenting a low profile in the water. Two banks of oars enable the bireme to reach greater rates of speed than a war galley can manage. These heavy-duty warships are suitable for engaging in naval warfare or as troop transports and landing vessels.

Boat, river: A 10m long boat with a beam (width) of 4 meters; it has a flat bottom and travels in rivers, propelled by using oars, a small sail, towlines, or a pole.

Boat, sailing: A single-mast sailboat, typically 10m long and with a beam of 4 meters. Often used for fishing in lakes or along the shorelines.

Canoe: A light boat built with a wood frame wrapped with hide, canvas, bark, or other thin waterproofed covering. Used in rivers and swamps. A typical canoe is 5m long and 2m wide.

Cart: A two-wheeled open vehicle pulled by horses, donkeys, or mules. A small cart can be pulled by one animal; a large cart requires two animals.

Chariot, war: A two-wheeled vehicle drawn by two or more steeds that allows warriors to attack from behind the raised and spiked walls. From its blade-spoke wheels to its sharpened reinforced prow and armored body, a war chariot can cause considerable damage when driven into units of infantry. This chariot is usually deployed with a dedicated driver crouched low in front and an archer or javelin-thrower behind them. This allows the war chariot to circle its foes and pick off the outermost targets with negligible risk to itself. Some charioteers prefer to carry lancers or axemen ready to take swipes at those who get out of the way of the ramming vehicle – but anyone in the chariot risks getting harmed or pulled from the chariot themselves by those they are fighting. A war chariot can even carry three people effectively, or four but no one on board will be able to use any weapons effectively.

The walls of the battle chariot cover the legs and abdomen of the driver and provide partial cover (-2 penalty to hit).

Galley, merchant: A large, deck-covered ship with a single mast, square sail, and multiple banks of oars. Typically, 50m long. Requires a captain, 20 sailors, and 180 rowers. May carry up to 50 additional passengers.

Galley, war: A taller military version of the merchant galley. This war galley has two masts and four rows of rowers under its deck. Requires a captain, 30 sailors, and 300 rowers. May carry up to 75 additional passengers or marines.

Longship: A graceful, light warship with a single mast, square sail, and a bank of oars on each side. A longship can operate easily in oceans, shorelines, lakes, and rivers. The longship is a versatile ship often used by raiders. Requires a captain and 75 sailors, 60 of whom may row when the wind is low; they also serve as marines.

Palanquin: Although the actual structure and look of this conveyance varies, the designs are all essentially the same. A palanquin is a flat floor with four or more 'handles' to which beings (often slaves or servants) clutch to lift the floor off the ground and carry it. The floor commonly has a throne or bedding on it, sometimes with a screened or veiled tent obscuring it from outside view. The palanquin is an effective way of advertising one's superior position to everyone else present, and most who witness someone being carried on a palanquin automatically assume they are royalty or nobility. In fact, this view is so ingrained that the passenger gains a +1 modifier to SOC checks while being carried so long as onlookers recognize the passenger's superior social standing.

Raft: A floating platform used for river cargo. Barges will have a raised edge with a small hut for shelter, steering ores, and can carry 2000kg per square meter. Barges can be up to 12 square meters. Crude rafts are nothing more than platforms capable of holding 1000kg per square meter. A crude raft cannot be larger than 6 square meters. A crude raft can be built in 1D3 days for each square meter. Note: the cost and cargo capacity listed in the table above are per square meter.

Rickshaw: A human-drawn chariot, a rickshaw is a small wooden cart that holds two passengers on a seated bench while the driver pulls the rickshaw forward using a shoulder/arm harness attached to the front of the vehicle. Rickshaws are usually found in communities that either do not have room for or are too poor to feed proper draft animals for carriages or chariots. A rickshaw is also a clever way for peasantry to make a small wage without having to learn a true craft or skill. Any dullard can pull a rickshaw, and many do, but there are also just as many intelligent and industrious rickshaw drivers that

make their living taxiing others around.

Sailing ship, large: A massive three-masted seaworthy ship that dwarfs all other primitive watercraft. It is 50m long and 10m wide. It has at least one deck and two raised castles in its bow and stern. This large sailing ship requires a captain and 20 sailors.

Sailing ship, small: A smaller sailing ship with a single mast; 20m long, 6m wide, and requires a captain and 10 sailors.

Trireme: Fast and deadly, the trireme is a mammoth wars galley. It mounts three banks of oars on either side and is an exceptional vessel for all types of warfare.

Wagon: a four-wheeled cart drawn by two to four heavy horses, or one edmontosaurus.

Animals

This is a limited sample of various animals that should be familiar to most players and Referees. More exotic animals might be available, depending on the setting.

Animals

Animal	Cost	Spd. (km/d)	Carrying Capacity
Camel	100gp	60	125kg
Chicken	1sp	5	-
Cow	10gp	15	40kg
Dog, hunting	10gp	60	12kg
Dog, war	75gp	30	25kg
Donkey	8gp	24	40kg
Edmontosaurus	900gp	30	1000kg
Elephant	1000gp	15	1250kg
Goat	3gp	24	12kg
Hawk (trained)	20gp	30	-
Horse, heavy	50gp	30	250kg
Horse, medium	40gp	45	200kg
Horse, light	75gp	60	125kg
Lizard, giant	80gp	30	125kg
Llama	50gp	30	100kg
Mule	20gp	30	125kg
Pig	3gp	15	12kg
Sheep	2gp	24	12kg

Camel: A desert-dwelling animal about the size of a heavy horse, camels can travel for up to two weeks without needing water. Contrary to popular myth, camels do not carry water in their humps.

Chicken: A domesticated bird that provides approximately 1kg of edible meat. Chickens also provide one egg per day.

Cow: One of the most common domesticated animals, cows provide milk and meat. A typical farm cow weigh over 200kg.

Dogs: Hunting dogs are fast, lean hounds used to track and bring down prey, typically working in a pack. War dogs are massive mastiffs, trained to be loyal to their master and will kill on command. A well-bred, well-trained war dog is fiercer than most human soldiers.

Donkey: A sturdy ass. A hardy and sure-footed beast of burden and draft animal.

Edmontosaurus: A bulky four-legged dinosaur weighing up to 4 tons, with a long, laterally flattened tail and a head with an expanded, duck-like beak. Edmontosauri are quite docile and easily tamed. A war-trained edmontosaurus costs 3000gp.

Elephant: One of the mightiest and most memorable animals. A war-trained elephant cost 3500gp.

Goat: A 50kg domesticated animal prized for its milk and meat.

Hawk: a trained hunting bird prized among the rich. Hawks are used to track and kill other birds such as doves.

Horse, heavy: Such sturdy, if slow, horses are usually trained for pulling carts, plows, or other heavy loads. Sometimes heavy horses are trained for war instead. In which case, a heavy war horse costs 700gp.

Horse, medium: A medium horse is the common size of horse used for draft, riding, or war. A medium war horse costs 250gp.

Horse, light: A fast, lean horse. May be trained for riding or war. A light war horse costs 150gp. These breeds are too fragile to be trained for hard draft work.

Lizard, giant: A fantastic giant lizard, larger than a horse, tamed and ready for riding. A war-trained giant lizard is a terror to behold, and costs 1000gp.

Llama: A mountain animal slightly smaller than a light horse, llamas are very sure-footed and provide milk and meat. Their wool is used for clothing.

Mule: The infertile offspring of a donkey and a horse. Often ornery and stubborn.

Pig: A domesticated pig will produce a dozen young per year. A typical pig weighs 50kg.

Sheep: Valued primarily for their wool and as food, a normal sheep weighs 40kg.

Exotic Weapons and Equipment

The items listed above represent common items found in bronze-age, iron-age, or early medieval settings. The items below are from more exotic human settings, or even non-human settings. Truly magical items are not presented here, but unusual and iconic items from common fantasy races are presented.

Exotic Weapons

Other races produce many of the same types of weapons as used by humans, but some weapons are unique to these non-human races. The following list provides several examples of these exotic weapons.

Exotic Weapon Aspects

APX: The weapon is designed to pierce armor and ignores armor protection points equal to the value listed. For example: AP4 weapons ignore 4 points of armor protection.

Entangle: On a successful hit, the target must throw DEX 10+ to avoid being entangled, costing an action. Entangled targets are unable to move or use a weapon. The target remains entangled until they make a DEX 10+ throw or are cut free by an ally who inflicts 5 points of slashing damage on the entanglement.

Returning: The weapon is shaped is such a way that if thrown, it will return to the one who threw it if it misses the target. When a character makes an attack with a returning weapon, it returns to their hand at the end of combat round if it misses the target. Catching the returning weapon is part of the attack throw.

Exotic Weapons

Weapon	Cost (gp)	Damage	Aspects
Archer's Blade	15	2d6	Reach
Boomerang	2	16/2d6	Thrown, Returning
Net	2	Special	Entangle, Two-Handed
Nunchaku	2	2d6+1	-
Stonebreaker	15	4d6	AV 1d6, Bulky, Two-Handed
War Pick	50	4d6	AV 2d6, Bulky, Two-Handed
Whip	5	1d6	Entangle, Reach
Singing weapon	100x	+1d6	-
Vorpal weapon	200x	+1d6	AP5, AV+1d6

Archer's Blade: A sword-like blade fitted to the outside edges of any bow, the archer's blade allows a ranged combat specialist to have a potentially lethal weapon at their disposal to defend themselves when unable to draw another weapon. It adds 1 item's worth of encumbrance to the bow.

Boomerang: A thrown weapon made of wood or bone, constructed as a flat airfoil. The design is such that the weapon will return to the thrower if it misses the target. The first damage indicator is for the thrown weapon, the second represents damage when used as a war club.

Net: A 1 square-meter net woven of thin rope or twine with weights at the corners. On a successful hit, the target must throw DEX 10+ to avoid becoming entangled.

Nunchaku: Two wooden or metal bars connected by a small length of rope or chain.

Stonebreaker: A dwarven weapon combining a great axe and a maul. A stonebreaker counts as two items for encumbrance.

War Pick: A specially designed weapon intended to attack structures as much as it is a melee weapon. A war pick counts as two items for encumbrance.

Whip: A 2m length of twine made from braided animal hair or woven grasses. Whips are designed to cause pain, not necessarily damage. A whip can be used to either cause damage or entangle a target, attacker's choice.

Singing weapon: Ancient magical artifacts of a bygone age. Singing weapons emit a faint hum when held. Singing weapons are most commonly swords but can be any weapon with a sharp edge. A singing weapon is so well made that does an additional die of damage.

Vorpal weapon: The rarest of ancient magical weapons, vorpal weapons are incredibly sharp, so sharp, it is said they cut the very fabric of reality. While that may be an exaggeration, vorpal weapons are so sharp they ignore 5 points of armor and do an additional die of damage. Vorpal weapons can also cause damage to vehicles and larger structures: increase the AV rating by 1d6 to any weapon, even if it normally cannot damage structures.

Exotic Adventuring Equipment

Exotic Adventuring Equipment

Item	Cost	Item	Cost
Arrow, lotus blossom	1gp	Skates	4gp
Arrow, moon blade	1gp	Snowshoes	5gp
Dowsing Rod	30gp	Spyglass	1000gp
Elven Bowstring	15gp	Travelling Cloak and Boots	50gp
False Face Kit	15gp	Traveler's Bread	10gp
Fins	2gp		
Hourglass	25gp		
Loadstone	100gp		
Quick Sheath	20gp		

Arrow, lotus blossom: The standard arrow has a bone, rock, or metal tip sharpened to a point. Alternate arrowheads are possible. The lotus blossom head is a small cluster of thin, folded metal chips rooted to the point of the arrow. Lotus blossom head impose a -1 penalty to hit but add +1 damage per damage die the weapon has. For example, a short bow firing lotus blossom arrows would do 2d6+2 damage. The cost listed is per arrow.

Arrow, moon blade: Moon blade arrowheads have crescent-shaped blades that make the arrow spin rapidly in flight. This spinning crescent allows the arrow to easily cut through cloth, rope, leather, and other flexible materials. Moon blade arrows ignore half the armor

value of cloth, fur, and leather armors. Cost listed is per arrow.

Dowsing Rod: A split stick of specially treated wood that can be used to find water or other hidden items. A properly prepared dowsing rod provides a +1 bonus when searching for a specific item. There are as many kinds of dowsing rods as items, and each dowsing rod will only provide their bonus DM when searching for that type of item.

Elven Bowstring: Made from the woven silk of treetop moths mixed with the sap resins of different trees, these especially strong bowstrings are uncommonly quiet and strong. Equipping a bow or crossbow with an elven bowstring increases its effective and maximum range by 25%.

False Face Kit: This item is normally used on stage in more civilized areas, allowing the user to quickly change disguises during pauses in a play or production. The speed and efficiency of a false face kit can be used to rapidly change identities while in a hurry. Consisting of disguises stored in protective sections of a slender wooden case, the false face kit provides three different facial disguises which can be applied in 1D3 minutes. The kit only disguises the user's face and provides a +1 bonus to any disguise throws.

Fins: Many people who live near bodies of water fit simple leather fins to their feet to enhance their ability to swim. These fins give the wearer a +1 bonus to any swimming skill throws while worn and doubles their speed in water, but only if the wearer is unencumbered. Putting on fins takes two full rounds; one to remove your boots/shoes and another to fit the fins on. Wearing fins on land reduces your land speed by half.

Hourglass: This specially blown tube of curved glass set into a wooden or brass frame is filled with fine sand that takes exactly an hour's time to pass through. Fragile and easily disturbed, the hourglass is an important piece of equipment for alchemists, who need to keep track of reaction and application times for future notation and adjustments.

Loadstone: A loadstone is a naturally occurring metal that points towards north when allowed to swing freely. Typically, a loadstone is suspended in oil within a metal cylinder with a glass face. The user places the loadstone on the ground and within 1D3 rounds, the needle will swing towards true north. Using a loadstone provides a +2

bonus to any throw to avoid getting lost.

Quick Sheath: This is a common sword or other straight-bladed weapon's sheath with an additional clasp and brass mechanism at the top. Using spring tension, the quick sheath partially ejects a weapon for faster drawing. Held in place by a small metal clasp that can be thumbed open, the user of a quick sheath gains a +1 bonus to their initiative roll at the beginning of any combat in which their weapon is sheathed. Because of the spring and clasp, it takes two Actions to replace a weapon in the quick sheath. The initiative benefit applies to the first round of combat only.

Skates: These are hard leather shoes with sharp blades fixed to their soles. With practice, an individual will find they can move quickly and easily across ice covered terrain, at far faster rates than if they were walking. Using skates without any prior practice, or when attempting any stunts regardless of familiarization, requires an Athletics check. Using skates doubles a character's movement rate on ice or a similar substance. Skates can also be used as a weapon, inflicting 1d6damage on kicks, but require the wearer to make an Athletics check to avoid falling.

Snowshoes: Made of hard-wearing wood, snowshoes increase the surface area of the wearer's tread in arctic conditions, thus greatly improving the ease of travel over snow. Wearing snowshoes will halve any movement penalty when travelling over deep snow.

Spyglass: A rare great-work item that magnifies anything viewed through it two-fold; doubling the distance objects or people can be spotted. Thus grants a +1 bonus to vehicle Surprise rolls.

Travelling Cloak and Boots: A heavy cloak and knee-high boots worn primarily by elves, these items are manufactured using a secret technique that provide a +1 bonus to all Sneak throws. The cloak normally has a shimmering green-grey color but automatically blends with the colors of whatever terrain the wearer is in.

Traveler's Bread: Combining special ingredients known only to some elves, each wafer of traveler's bread acts as 7 days of iron rations but will stay edible and almost tasty for up to 6 months. Ten wafers count as a single item of encumbrance.

Sorcery

We have discussed the "sword" part of "sword & sorcery" – namely, equipment and combat. Now it is time to discuss the second part of this genre: sorcery and magic!

Firstly, these rules follow sword & sorcery genre conventions. Spellcasting is slow and dangerous. Magic is powerful and terrible. Spells are often less flashy than in traditional dungeon fantasies. Any magic can corrupt the sorcerer's body and soul. These are no rules for fireball-throwing wizards who can fly on a whim. Instead, sorcerers in *The Sword of Cepheus* work dangerous Dark Arts, and wield less flamboyant, but much more insidious and dangerous eldritch powers.

Sorcery only has one level of power in *The Sword of Cepheus*: powerful, and deadly. Sorcerers do not engage in trivialities but rather in the darkest secrets of the cosmos. Their rituals are slow, painstaking in their details, and can potentially spell disaster, even when properly cast!

Initial Known Spells

Characters begin play with two known spells per level of Sorcery skill, plus any spells gained as Mustering Out Benefits. They may also learn additional spells during their adventures.

Reading and Sensing Magic

All sorcerers can attempt to read magical writing and sense magical power in their vicinity. This does not require actual spellcasting, but rather a simple Sorcery/EDU or Sorcery/INT throw.

Under most circumstances, throw Sorcery/EDU 8+ to read an eldritch text. The Referee may modify this throw based on the text's complexity. This throw does not allow deciphering texts written in mundane languages the sorcerer does not know, but only magical writing, such as scrolls, runes, and sigils. Reading most short magical texts, such as a scroll, takes one exploration turn (10 minutes). Longer texts, such as spell books, may require much more time. The sorcerer may retry this throw, but this will take another period (a turn or more) to read the material. If the throw is Snake Eyes (a natural 2), however, the sorcerer is unable to read this text for a year and a day.

A character with at least Sorcery 0 is aware of the flow of eldritch energy around them. If they suspect that magic is at work in their vicinity, they may throw Sorcery/INT 8+ to attempt to detect it. On a successful throw, the character will sense any sources of magical energy within a 10m radius. Each such attempt takes one exploration turn (10 minutes). Note that in this case, the Referee should make the throw in secret.

The Basics of Sorcery

Any character, regardless of skill, may attempt to cast a spell they know. Of course, characters without the Sorcery skill suffer from the usual Unskilled -3 modifier, and thus take great risks in casting even the simplest of spells.

There is no hard limit to the number of spells a character may cast in a day. In *The Sword of Cepheus*, there are neither spell slots nor any need to memorize magic, nor are there multiple spell levels. There is no need for spell books, though many sorcerers write such sorcerous Codices to help teach disciples. However, there are three main limiting factors to a sorcerer's spellcasting ambition: casting time, corruption, and the risk of mishaps, all of which are discussed below.

Casting a Spell usually takes one exploration turn (10 minutes). Certain spells are extremely complicated rituals that require 2d6 exploration turns (20 – 120 minutes) to properly complete. The only way to cast a spell within a single combat round (6 seconds) is to Channel it, unleashing its unworldly energies through the sorcerer's body, as detailed below. Certain spells cannot be Channeled. The casting times and restrictions on channeling a spell are listed in the spell entry.

Casting a Spell is a Sorcery/INT 8+ throw.

A throw of Snake Eyes (a "natural" result of 2 on 2d6) is a Critical Failure: the casting attempt fails regardless of skill and has dire consequences beyond this mere failure: a Critical Failure is always a Mishap. A throw with an Effect of -4 or worse is also a Critical Failure. A throw of Boxcars (a result of 12 on 2d6) is always a success, and a Critical Success at that, regardless of the spell difficulty. A throw with an Effect of +4 or greater is also a Critical Success.

Note that each spell describes the effects of a Critical Success.

On a regular success, the Spell is cast at the end of the turn, as long as the sorcerer retains concentration (see below). A Channeled spell is cast at the end of the sorcerer's action in that round.

Note that characters can cast spells in most types of armor, though heavy armor incurs a -2 penalty to spellcasting when worn.

Channeling

Normal casting of regular Spells takes 10 minutes per casting. However, sorcerers can Channel Regular spells, unleashing raw eldritch power through their bodies while disregarding the safeguards that are built into ten-minute-long rituals. Channeling allows casting Regular spells within 1 round. Channeling adds one point of Corruption (see below) to the caster's total. However, Channeling spells is inherently risky: the Sorcery/INT throw is penalized by -2. Channeling a ritual that takes 2d6 turns to cast incurs a -6 penalty to the Sorcery/INT throw. It is possible to channel a ritual, but it is extremely dangerous!

Critical Success

Any spell can have Critical Success, as described above. Each spell description includes a short paragraph describing the effects of a Critical Success. Note, however, that Critical Successes release vast sorcerous power, causing 1 point of Corruption. Note that a Critical Success in a Channeled spell does not cause additional Corruption beyond the corrupting effect of Channeling itself.

Concentration

A sorcerer must maintain concentration while casting a spell. When casting a regular Spell, the sorcerer may take a break of one round (at most) from the ceremony to speak, move up to 3m, drink a liquid, or perform other stress-free tasks that do not require a skill roll. If the sorcerer loses concentration for a longer period while casting a spell, or if they take any damage while casting a spell, they must throw END 8+ lest or the spell be broken, and the sorcerer suffers a Critical Failure.

Casting In Armor

It is possible to cast spells while wearing armor. However, many forms of protection are too restrictive, or interfere with the circulation of the eldritch energies being directed in the casting. It is impossible to perform any Sorcery while wearing armor that incurs a Sneak penalty: scale armor or heavier. While wearing light armor like hides or leather, all Sorcery throws incur a -1 penalty.

Learning Spells

Any character may attempt to learn a spell from a scroll or spell codex. Studying a spell takes a week and requires a Sorcery/EDU 8+ throw equal to that required to cast the spell. The character may re-attempt this throw, which also takes one week. A result of 2 before modifiers will destroy the specific spell formula, but not the entire codex; rolling an unmodified 12 is always successful regardless of difficulty.

Unskilled characters may attempt to learn spells as above, with a -3 modifier for being Unskilled.

Unknown Spells

A character may attempt to cast a spell directly from a Codex without studying it, albeit at a -2 penalty. In that case, any failure is considered a Critical Failure and causes a Mishap. This penalty is cumulative with the Unskilled penalty: woe to the fool who carelessly meddles with a sorcerous text!

Optional Rule: Prestidigitation

For slightly more fantastical sorcery, the Referee may allow a character with at least Sorcery 0 to perform minor magical tricks without risking mishaps or corruption. This includes things such as short-range ventriloquism, lighting a small flame with one's fingers, or changing a small fire's color. Throw Sorcery/INT 6+ to perform such tricks; a natural throw of 2 means failure regardless of skill but does not entail a Mishap. Such tricks take one combat round (6 seconds) to perform.

The Referee must be careful with these kinds of cantrips, lest they become an easy way to circumvent the rigors of sorcery and ruin the darker feel of the sword & sorcery world. We recommend limiting the use of such parlor tricks to three times per day.

Mishaps

Casting spells in *The Sword of Cepheus* is inherently risky. Sorcerers are rare, and not just because learning the dark eldritch mysteries of sorcery are guarded secrets. On a Critical Failure, the sorcerer suffers a Mishap, and must roll on the table overleaf.

Sorcerous Mishaps

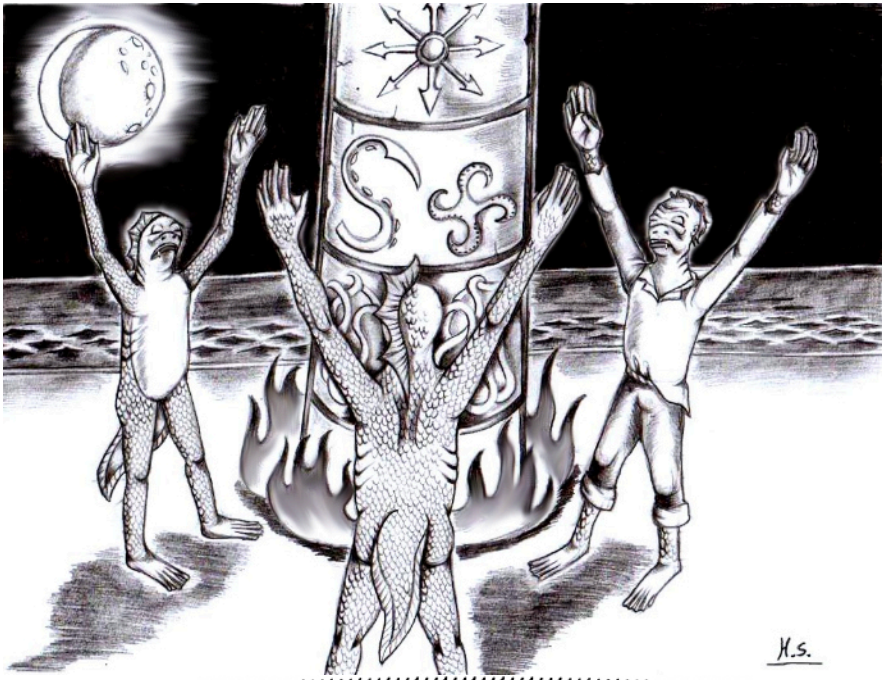
d66	Mishap
11	You accidentally open a gate to the Elemental Spheres. A randomly determined **elemental** appears and attacks you. If it is not destroyed, the elemental will return to its sphere within 8 hours.
12	Darkness gathers; 1d6 **wraiths** appear and attack you. If the wraiths are not destroyed, they will disappear after 8 hours.
13	You accidentally open a gate to the Outer Dark! A **dark servitor** appears and attacks you. If not destroyed, it will return to its dimension within 1 hour.
14	Your bumbling accidentally summons a demon! A **cacodemon** appears and attacks you. If not destroyed, it will go to hell within 8 hours.
15	You accidentally open a portal to a dimension of oozes and draw the attention of 1d6 **oozes**. Throw 1d6: 1-2, **gray oozes** appear; 3-4, **green slimes** appear; 5-6, **yellow molds appear**. The creatures attack you immediately. If not destroyed, they will return to their dimension within 8 hours.
16	Insects gather, attracted by your magic. 1d6 **giant cockroaches** appear and attack you. If not destroyed, they will leave after 8 hours.
21	You **mutate**! Throw on the Mutation table.
22	You **mutate**! Throw on the Mutation table.
23	You **mutate**! Throw on the Mutation table.
24	You **mutate**! Throw on the Mutation table.
25	You **mutate**! Throw on the Mutation table.
26	You **mutate**! Throw on the Mutation table.
31	You are filled with visions of unspeakable horror and lose your eyesight for 1d6 days. A **restoration** spell will reverse this effect immediately.
32	You have brought disaster upon yourself and ruptured your aura. You forget a spell you know and will have to re-learn it.
33	Your incautious meddling causes a major explosion! You and all characters within 5m must throw END 8+ or suffer 4d6 damage.
34	The fumes and vapors released by the ceremony cloud your mind. Permanently lose 1d6 points of your INT characteristic. A **restoration** spell will reverse this.
35	The noxious fumes released by your ceremony cause everyone within 10m of you to suffer nausea for the next 1d6 hours; suffer a -2 modifier to all actions.
36	Your connection to the mystical realms is disrupted. You may not cast spells for the next 1d6 weeks. A restoration spell allows you to regain your magical ability immediately.

Sorcerous Mishaps - Cont.

d66	Mishap
41	You are corrupted by the darkest magical energies you have ever been exposed to! Gain 2d6 additional **Corruption** points.
42	You fall into a necromantic torpor and will awaken within 1d6 weeks. You do not age while in torpor. A **restoration** spell will awaken you.
43	Meddling with blood magic takes a toll. Permanently lose 1d6 points of your END characteristic. A **restoration** spell will reverse this.
44	You project a fearful aura for the next 1d6 months. Suffer a -2 penalty to all Reaction rolls and other skill throws related to social interaction.
45	While casting your spell, you fail to avert your gaze, and glimpse the essence of Creation: something rather dangerous for mortals to see! You suffer from **feeblemind** (per the spell). A **restoration** spell will reverse this effect.
46	Your ineptitude causes you to disappear. You are lost in space and time! A **quell enchantment** spell can bring you back immediately. Otherwise, you will reappear within 1d6 weeks. You do not age while out of the space-time continuum.
51	The gods or spirits curse you for your hubris! Reduce three randomly chosen Characteristics by 1d6. A **restoration** spell can reverse this curse.
52	You are infected with a vile extraplanar disease: virulence 8, damage 2d6, interval 1d6 days. The disease is contagious but may be treated like any other disease.
53	Your nearest ally is magically infuriated with you. They enter into a blind rage for the next 1d6 rounds and attack you and anyone standing in their way. An **expunge curse** spell reverses this effect.
54	A magical accident injures your body. Throw 1d6: 1-2, lose 1d3 fingers; 3-4, you lose half your teeth; 5, your leg is crippled (move at half speed); 6, you lose an eye. A **restoration** spell, or regenerative magical artifacts, can cure this damage.
55	You turn into a random small animal, such as a toad, for 1d6 hours. While you retain your intellect, you may not speak or cast spells while in this form. A **restoration** spell will revert you to your normal form immediately.
56	Your horrid magic causes all creatures, including your allies, within a 10m radius of you to flee in terror as far as possible from you for 1d6 turns.

Sorcerous Mishaps - Cont.

d66	Mishap
61	These sorcerous powers are too great! You age quickly under the stress. Add 2d6 years to your age; this may lead to the effects of old age, as determined by the Referee.
62	Your failed spell exposes you to unspeakable truths from beyond the veil. You lose your sanity for 1d6 days. A **restoration** spell will cure your mind immediately.
63	Your overly glib sorcerous utterances are your undoing! You are rendered speechless by the awful powers you failed to command and become mute for 1d6 hours. Mute characters cannot cast spells.
64	You tremble at the thought of the powers you have unleashed. Permanently lose 1d6 points of your DEX characteristic. A **restoration** spell will reverse this.
65	A wave of wild magic causes your veins to erupt in several places around your body. Suffer 3d6 damage.
66	Your soul is blackened by dark magic! Throw END 6+ or suffer 5d6 damage!



Mutations

Some sorcerers die because of their hubristic meddling with eldritch powers. Others have their bodies permanently misshapen and deformed in horrific mutations. Which is worse is a matter of some debate. We use the following Mutation Table in this chapter as well as the Magic Items chapter. Note that other than rolling "66" on the Mutation table, nothing cannot remove mutations, not even the **restoration** spell.

Mutations

d66	Mutation
11	Throw 1d6; 1-3, you shrink in size until you are 15cm tall, or 4-6, you grow to double your normal size. You are unused to your new size, and your DEX is reduced to 1; it will recover to its normal level at the rate of 1 point per week.
12	You develop the pallor and stench of death. You suffer a -2 penalty to Reaction throws and social skill throws when interacting with living creatures. However, the undead will refrain from attacking you unless you attack them first.
13	You grow an additional arm or leg. Roll 1d6: 1-2: you gain another leg increasing your movement rate by 5m/action but suffer a -1 modifier on all DEX throws; 3-6, you gain another arm useful for manipulation or combat. You do not gain extra attacks per round with an extra arm, but you could carry a two handed-weapon and a shield. You cannot wear regular armor due to your unusual shape and must have armor custom-made for you at quadruple price.
14	Your nails become long and sharp. Your unarmed melee attacks now do twice your STR modifier damage (minimum 1). However, you suffer a -1 penalty to throws involving fine manipulation.
15	Your skin thickens. You gain natural Armor 3 but lose 3 points of DEX (to a minimum of 1) as your skin becomes inflexible and cumbersome.
16	Your eyes atrophy, but two thermosense organs grow on both sides of your neck. You can sense heat but cannot see color; furthermore, you are immune to all gaze attacks. Treat all situations with full darkness as being dim light.
21	Your bones become brittle and hollow. Your END is halved (round up), and you take double damage from bludgeoning attacks, such as from clubs, maces, and hammers and from falling. Your weight is reduced by 30%.

Mutations - Cont.

d66	Mutation
22	Your skin grows to resemble fish scales, you emit a fishy odor, and you grow gills on both sides of your neck. You may freely breathe underwater but suffer a -2 penalty to social skill and Reaction throws.
23	You are afflicted with a non-contagious wasting disease, virulence 8+, damage 2d6, interval 1d6 days. A restoration spell or a successful throw will stop the deterioration, but the damage that is already done cannot be healed by any means.
24	Your blood thins and begins seeping from your orifices. Social interaction rolls are penalized by -1 in most situations. If you are Seriously Wounded, you begin bleeding and suffer 1 point of damage per round until you either die or the bleeding is stopped with a successful Healing/INT 8+ throw, or a healing spell.
25	You become albino. Due to the lack of pigmentation in your eyes, you suffer a -1 penalty to attack throws while in daylight. Exposure to direct sunlight causes damage to your skin and you take 1d6 damage for every 4 hours of exposure to sunlight.
26	Your skin gains a chameleon-like color changing ability. Gain a +1 modifier to Scout and Sneak checks. However, your face gains some chameleon-like characteristics as well, and you take a -2 penalty to all social skill throws.
31	Your body degenerates grotesquely. You permanently lose 1d6 points each from your STR, DEX, and END (to a minimum of 1) and your movement rate is halved.
32	You grow unnaturally obese. Double your weight. You need armor custom-made for your shape at double cost and you must consume double the amount of food a character usually does (but not double water).
33	You grow an alien eye in the middle of your forehead. This eye is closed most of the time. Three times a day, you can open this eye to use the mind probe spell without a throw. However, you are such a frightful sight that you suffer a -4 penalty to all social skills and Reaction throws.
34	You gain a stench which attracts predatory animals. The Referee may increase the chance of random encounters with such predators —which may even include predatory monsters—as they see fit.
35	The fabric of your mind cracks. Each day upon awakening, throw INT 6+ or completely forget who you are for that day.

Mutations - Cont.

d66	Mutation
36	You devolve into a primitive ape or lizard-like form – your skin grows hairy (or scaly), your legs grow short, and your arms grow long. You move at half speed if you stand on both legs, but at regular speed if you move on all fours. You may not use your hands for wielding weapons or carrying items when you move on all fours. Armor for your misshapen body costs twice as much.
41	You become double-jointed and unnaturally flexible. You may slip any bonds or manacles with a DEX 6+ throw. This takes one round. However, your hands are less stable, and you suffer a -1 penalty to all attack throws.
42	Your mouth grows large, and your teeth sharpen. You can bite for 1d6 + STR modifier damage but cannot speak humanoid languages. However, you may still cast spells.
43	You gain an animal-like stench. This causes a -2 penalty for Reaction throws for sentient beings but a +2 bonus for Reaction throws when rolling for animals.
44	You sprout a pair of bat-like (or pterodactyl-like) wings out of your back. You may fly for short durations: 3 rounds per jaunt, at a speed of 20m per round in any direction. You will require a turn (10 minutes) of rest after each jaunt before you can fly again. Armor adapted to your shape costs x10 the normal cost. Finally, you suffer a -1 penalty to Reaction throws and social skill throws because of your unsettling deformity.
45	Your thoughts devolve into madness under the stress of combat. In every battle throw 1d6, on 1 you may not act; on 2-5, you must attack the nearest enemy; on 6, you must attack your nearest ally. The madness dissipates when combat ends.
46	Your ears grow huge, resembling those of a bat. You may sense obstacles and creatures up to 10m away, even in pitch darkness, via echolocation. You cannot wear any helmet and suffer a -1 penalty to social skill and Reaction throws.
51	You become a delicate and unnaturally beautiful creature. Gain a +1 modifier to all Reaction and social interaction skill throws; lose 3 points each of STR and END (to a minimum of 1).
52	You grow sharp horns. You may head-butt for 1d6+ STR modifier damage but may not wear any helmet and suffer a -1 penalty to social interaction skill and Reaction throws.
53	You instantly age by 2d6 years! The Referee will determine the results of such aging.

Mutations - Cont.

d66	Mutation
54	You grow a prehensile tail during 1d6 rounds of sheer agony. You may grab objects with your tail, but armor adapted to your new form costs double and you suffer a -1 penalty to social interaction skill and Reaction throws.
55	One of your arms becomes a monstrous tentacle. You may use it to attack for 1d6 + STR DM but suffer a -2 penalty to all throws requiring fine manipulation, and your SOC is reduced by 1.
56	You transmit your emotions telepathically to everyone within 10m. You are unable to convincingly lie but gain a +1 modifier to social skill throws in more positive situations.
61	Your body violently mutates: three of your characteristics will increase by 2 points each, and three will be reduced by 2 points each, to a minimum of 1. Randomly determine which increase and which decrease.
62	You become a nocturnal creature. You gain low-light vision: dim light and darkness does not affect your attack throws. However, you now suffer a -2 penalty to attack throws made in daylight.
63	You become sterile and may not have offspring by natural means.
64	You gruesomely mutate into an insectile appearance. You gain multifaceted bug eyes, and your teeth are replaced with insect mandibles. You suffer a -3 penalty to all social skills and Reaction throws but gain a +2 modifier to throws to resist poison and disease. Reroll if you were already an insectoid being.
65	Your body begins to rot. Maggots constantly crawl out of your orifices, and flies buzz around you ceaselessly. Your SOC becomes 1, and your movement rate is halved.
66	Your biological system resets itself; lose one mutation. Reroll this result if you have no mutations.

Corruption

Magic is inimical to the mortal body and spirit. Sorcerers manipulate powerful, eldritch, energies and deal with otherworldly entities to gain power beyond dreams. This power, however, comes at a cost: the mortal body and spirit deteriorates and degenerates under its influence. No spell is safe, but sorcerers, by virtue of their profession, eschew safety. Corruption represents such deterioration and degeneration. Sorcerers accumulate Corruption over the course of their lives.

Each time they achieve a Critical Success on a Spell, sorcerers gain 1 point of Corruption. Each time a spell is channeled, sorcerers gain 1 point of Corruption.

When a sorcerer accumulates a number of Corruption points equal to their END characteristic, and for each subsequent multiple of their END characteristic, the sorcerer acquires a Corrupting Weakness. Determine the specific corruption by rolling once on the following table. For example, a sorcerer with END 9 would roll on the Corruption Weakness table after gaining 9 corruption points, and then again at 18, 27, and 36 points, and so on.

Corruption Weaknesses

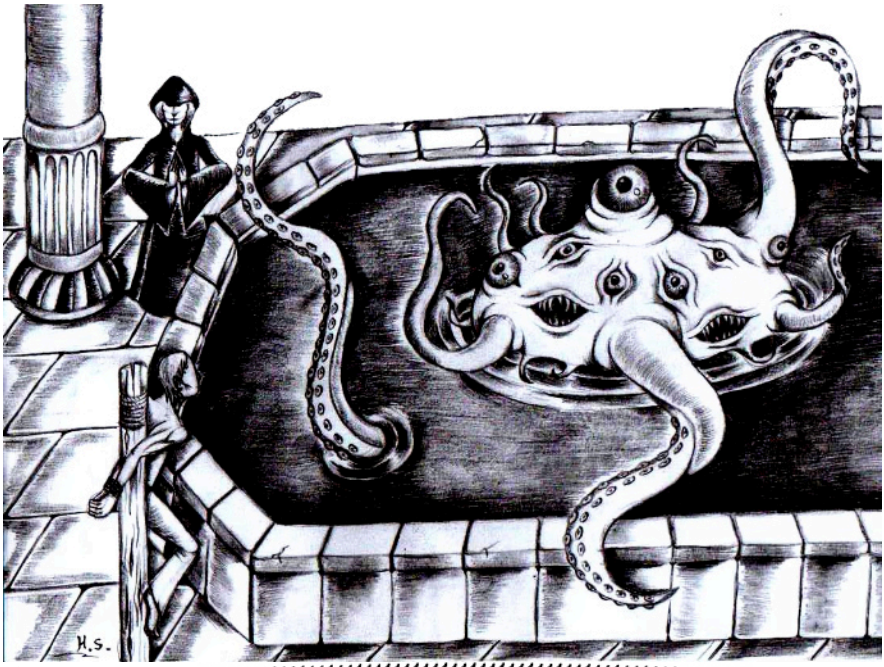
d66	Corruption Weakness
11	You mutate! Throw on the Mutation table.
12	You mutate! Throw on the Mutation table.
13	You mutate! Throw on the Mutation table.
14	You mutate! Throw on the Mutation table.
15	You mutate! Throw on the Mutation table.
16	You mutate! Throw on the Mutation table.
21	Dark sorcery has left you disfigured, with misshapen limbs, clawed hands and feet, and strangely colored eyes. You suffer a -2 penalty to Reaction and all skill throws involving social interaction when dealing with non-Chaotic sentient creatures.
22	You begin to stutter. Suffer a -2 penalty to all Reaction and social interaction skill throws. At the Referee's option, this may also impose a -1 penalty to spellcasting throws.
23	You develop a mild allergy to one common substance (such as milk, or dog hair) chosen by the Referee. You sneeze uncontrollably or break out in hives while in presence of this substance, suffering from a -1 penalty to all actions until you are no longer in its presence.
24	Meddling in dark arts has left you with an inhuman demeanor and personality. Your Reaction rolls vs. non-evil sentient creatures can never achieve a Friendly result.
25	You grow forgetful as your mind fills with increasingly dark lore. Reduce your EDU characteristic by 2, to a minimum of 1.
26	Your increasingly sinister demeanor and appearance cause the pious to denounce you. Reduce your SOC characteristic by 2, to a minimum of 1.
31	You haunt the night as a creature of darkness; you tend to sleep during the day and suffer a -1 penalty to all throws when in sunlight.
32	You tremble as dark energies and darker thoughts course through your mind and body. Reduce your DEX characteristic by 2, to a minimum of 1.
33	Your skin rots: you take on the appearance of a corpse. Suffer a -2 penalty to all Reaction and social interaction skill throws when dealing with non-evil beings.
34	Strange, alien thoughts cloud your mind. Reduce your INT characteristic by 2, to a minimum of 1.
35	You become a predatory being. Only fresh, raw meat can sate your hunger. Preserved or cooked meat will not suffice.
36	Your exploration of darker and sinister sorcery has sapped your soul of vigor. Reduce your END characteristic by 2, to a minimum of 1.

Corruption Weaknesses - Cont.

d66	Corruption Weakness
41	Your flesh rots and becomes unholy. You suffer double damage from silver weapons.
42	Whispers from Beyond haunt you. You suffer a -1 penalty to initiative and surprise rolls.
43	Whenever you cast a spell, preternatural darkness surrounds you for 1d6 rounds at a 5m radius, obscuring all vision but your own.
44	Your muscles atrophy. Reduce your STR characteristic by 2, to a minimum of 1.
45	You are repelled by garlic. When in the presence of garlic, all your throws incur a -2 penalty.
46	Your corruption is unsettling to animals; the village dogs bark in fear when you arrive, and all the horses get spooked. You suffer a -3 penalty to Reaction throws when interacting with normal and giant animals. If you have the Beast Friendship Talent, it now only works with wild predators and scavengers, such as wolves, jackals, and rats.
51	After you cast any spell, your body cools and becomes as cold as a corpse; you suffer a -2 penalty to all physical throws (not including spellcasting) for 1d6 rounds afterwards.
52	The full moon calls for you. Once a month, at a time determined by the Referee, you must throw END 8+ or be overcome with a murderous rage for 1d6 rounds.
53	You immediately age by 1d6 years. The effects of aging are left to the Referee, who should consult the Aging table in the Character Generation chapter (p.70)
54	You grow devil horns! You may cause 1d6 + STR modifier damage by head-butting or goring, but your infernal appearance causes you to suffer a -2 penalty to all Reaction and social interaction skill throws when dealing with non-evil beings.
55	Your body teems with dark energy and takes twice the usual time to heal.
56	You begin to lose your grip on reality. Each day, upon waking throw END 6+ or go insane for 1d6 hours
61	You grow a forked tongue. You may speak with snakes per the Speak with Animals and Plants spell but suffer a -2 penalty to all Reaction and social interaction skill throws with non-evil creatures.
62	You emit the stench of evil! You may never surprise creatures with a keen sense of smell.
63	You gain low-light vision, but your eyes now resemble those of a predatory cat; You suffer a -2 penalty to all Reaction and social interaction skill throws when dealing with people who might be bothered by this.

Corruption Weaknesses - Cont.

d66	Corruption Weakness
64	Your skin becomes rubbery and takes on the properties of frog skin: you must immerse yourself in water for at least an hour each day or be Fatigued the next day.
65	You are haunted by nightmares from beyond the grave! You are plagued with insomnia. Each night when you attempt to sleep, throw 1d6; on 1, you cannot sleep; you are Fatigued the next day.
66	You grow vampiric fangs and can only sustain yourself from the blood of other sapient beings. Instead of food, you must drink blood (cause 1d6 + STR modifier damage) from one person per day to sustain yourself. The blood can come from a willing donor, or from hapless victims. A resisting victim requires a successful Grapple, per the Combat chapter. You do not need any other sustenance.



Arcane Spell List

The following spells are listed in terms of their Range, Duration, Casting Time, Effect, and the effects of a Critical Success. Assume a standard ten-minute casting time if none is listed.

Spells are divided into two categories: Arcane and Eldritch.

Arcane spells are powerful enchantments that are found among most of the spell libraries of practicing sorcerers in the realms. They represent highly specialized, rare knowledge, to be sure, but they are known among those who do more than merely dabble in the dark arts.

Eldritch spells, on the other hand, are much rarer, and are considerably more powerful. These spells are nearly all exhausting rituals requiring much more time than Arcane spells. Eldritch spells are those rare, dark rituals that are whispered about with a mixture of awe and horror among all but the most powerful invokers and wizards in the land.

Arcane Spell Table

Spell Name	Description
Animate Dead	The spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the sorcerer's spoken commands.
Battle Zeal	Aid allies in a coming battle by fortifying their morale.
Blood Boil	This spell boils the blood of a single living creature, causing great suffering and severe wounds – and potentially causing the victim to explode!
Call the Pride of the Savannah	This spell calls one or more great cats to the sorcerer to serve as companions
Capsizing Wave	This spell smashes a sea vessel with a powerful wave capable of sinking even the mightiest sailing ships.
Carve the Land	With this spell, the Sorcerer can move large volumes of soil.
Celerity	The spell greatly accelerates the movement of those targeted.
Cloud of Death	The Sorcerer draws forth a cloud of poison from the dark miasmas of the atmosphere.
Command the Weather	This spell allows the Sorcerer to create a special weather condition in their vicinity.
Commune with Plants	The Sorcerer can communicate with both normal plants and plant-based creatures.
Creeping Doom	Summon a carpet of devouring insects that spares nothing in its path.

Arcane Spell Table - Cont.

Spell Name	Description
Crushing Quest	The target must fulfill their task or suffer a wasting disease.
Curse of the Toad	This spell transforms 3 targets per Sorcery skill level into tiny, slimy toads.
Cursed Banquet	Imbue a sumptuous meal with spell-effects.
Death Cage	Trap enemies in a cage that slowly kills them.
Enthrall	This spell causes one living intelligent creature to consider the Sorcerer as a trusted friend and ally.
Exorcism	A useful spell when fighting powerful evil creatures.
Expunge Curse	This spell instantaneously removes all curses from one target creature per Sorcery skill level (1 creature at Sorcery 0 or 1).
Feeblemind	The target becomes a helpless idiot incapable of casting spells, understanding language, communicating coherently, or fighting effectively.
Fire Storm	Increase combustion and expand fires.
Gate Crashing	Destroy walls and gates.
Herd of the Great Khan	This spell calls one or more horses or giant lizards (depending on the setting) to serve as mounts for the characters.
Immunity to Elements	This spell grants creatures with complete immunity to one elemental force.
Invisibility	The touched target becomes invisible.
Invoke the Evil Eye	The Sorcerer places a curse on a target creature or object
Invoke the Frozen Wastes	This spell calls down a storm of freezing, razor-sharp hail from the heavens on a target location no more than 6m in diameter.
Invoke Tectonics	This spell causes the ground around the sorcerer to tremble.
Mirage	This spell makes a structure or terrain feature look like something else.
Mutate	The targets suffer mutations!
Quell Enchantment	The Sorcerer can use the Quell Enchantment spell to end ongoing spells or magical effects cast on a single creature or object.

Arcane Spell Table - Cont.

Spell Name	Description
Paralysis	This spell paralyzes any living being, freezing them in place like living statues.
Pestilence	The sorcerer infests the target with a horrid wasting disease.
Petrification	Turn enemies to stone.
Respite	Heals the target character as if they have fully rested for 5d6 days.
Restoration	Removes any curses, afflictions, diseases, or poisons from the creature the Sorcerer touches
Scrying	This spell allows the sorcerer to see images of distant creatures, objects, or places.
Serpent's Kiss	The Sorcerer grows the fangs of a venomous snake and may bite like a serpent.
Slay!	This spell will kill 1d6 human-sized creatures or one larger creature per the sorcerer's Sorcery skill ranks (1 at Sorcery 0).
Soul Probe	The Sorcerer penetrates deep into one creature's soul and mind, learning their most intimate memories and repressed desires.
Tentacles	Dozens of tentacles to entrap enemies and rend them limb from limb.
Tongues	Speak and understand any language.
True Seeing	This spell grants the recipient the ability to see all things as they truly are.
Vengeance of the Gods	This spell calls forth the wrath of vengeful gods and instantly destroys a number of undead creatures equal to three times the sorcerer's Sorcery skill.
Ward Alarm	Establish magical alarms and traps.
Ward Rune	The Sorcerer draws a protective rune in the air which stops any spell or spell-like effect (including the Sorcerer's own magic) from passing.
Water Breathing	This spell allows one target per the caster's Sorcery skill (1 at Sorcery 0 or 1) to breathe underwater at any depth.
Winged Flight	The Sorcerer grows two large wings from their shoulders. The wings allow the Sorcerer to fly at a rate of 40m per combat round,
Wrath of the Storm	This enables the Sorcerer to call down a lightning bolt every turn (10 minutes) on any point within the spell's range.

Arcane spells are powerful and dangerous. These are the most common of the hidden mysteries of sorcery. Any sorcerer would be well-served to know a dozen or more of these spells.

Animate Dead

Range: 10m radius around the Sorcerer.

Duration: 1 day.

Effect: The spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the sorcerer's spoken commands. The caster may animate a number of skeletons equal to four times their Sorcery skill, or half that number in zombies. An animated skeleton requires a relatively intact skeleton; an animated zombie requires a relatively intact corpse. The undead crumble to dust once the spell expires.

Critical Success: the undead serve the Sorcerer for one week rather than one day.

Battle Zeal

Range: 100m radius

Duration: 1 day, or until the end of the battle.

Effect: Upon successfully casting this spell in front of allied warriors, those who witness the ritual's magicks are imbued with fighting zeal: they gain a +1 bonus to all morale checks in a looming battle. However, these warriors will also be more difficult to control once the fighting begins: apply a -2 penalty whenever attempting to re-organize any warriors filled with Zeal for Battle.

Critical Success: The affected warriors gain a +1 bonus to damage rolls as well.

Blood Boil

Range: 50m.

Duration: Instantaneous.

Effect: This spell boils the blood of a single living creature, causing great suffering and severe wounds – and potentially causing the victim to explode! The target must throw END 10+; if failed, it suffers 5d6 damage and loses its next combat round's worth of actions. If successful the throw is successful, the target is not stunned, but still takes 3d6 damage.

In either case, if the spell's damage reduces the target's Lifeblood to zero, the target explodes, killing it immediately. Each creature or object within 2m of the target suffers 1d6 damage.

Critical Success: Damage dice are doubled.

Call the Pride of the Savannah

Range: Special.

Duration: 1 day.

Effect: This spell calls one or more great cats to the sorcerer to serve as companions (see the Monsters chapter). This spell calls forth 6 mountain lions, 6 panthers, 4 lions, or 4 tigers. If cast in terrain to which such cats are native, the cats arrive within 1d6 turns. Otherwise, they arrive within 3d6 turns. If cast in a place inaccessible to great cats (such as deep underground or in a well-guarded city), the cats will wait nearby as closely as possible.

In settings where cats are not at all available, equivalent apex predators such as bears or medium-sized predatory dinosaurs, will arrive.

For the duration of the spell, the cats understand the sorcerer's speech and serve as loyal friends and companions.

The spell persists until it is dispelled by **quell enchantment**, or one day passes (at the end of which the cats depart). The sorcerer may increase the spell's duration by casting it again a short time before that day ends.

Critical Success: The duration is increased to one week.

Capsizing Wave

Range: 360m

Duration: Instantaneous.

Effect: This spell smashes a sea vessel with a powerful wave capable of sinking even the mightiest sailing ships. The wave is approximately 50m long, 5m high, and 3m thick. The captain of the target vessel may attempt to steer their ship out of the wave's deadly path with a Watercraft/DEX 12+ throw. If the captain does not try to evade the wave, or if the Watercraft throw fails, the vessel is stricken: throw once on the Critical damage table (see the naval combat rules in the Combat chapter).

Critical Success: the wave is 150m ling, 10m high, and 9m thick. Apply a -2 penalty to the Watercraft/DEX throw to resist the wave.

Carve the Land

Range: 75m.

Duration: 6 turns.

Effect: With this spell, the Sorcerer can move large volumes of soil: up to 10m x 10m x 10m in volume, including altering terrain features within range. The Sorcerer may move earth at a rate of 20m per turn, as desired. The spell cannot affect rock formations, mountains, or stone structures only natural soil. However, it can be used to dig under stone and rock formations.

Critical Success: The spell can affect hard stone as well.

Celerity

Range: 75m.

Duration: 3 turns

Effect: The spell greatly accelerates the movement of those targeted. Up to two targets per the caster's Sorcery skill level can be affected. The hastened creatures enjoy twice as many actions per combat

round, meaning that they could attack up to four times, or move up to 40m in one six-second round. Frenzy results and grapples are dealt with accordingly. Note that spellcasting is not accelerated, nor is the use of any magical items, which still may only be used once per round.

Critical Success: duration is 3 hours rather than 3 turns.

Cloud of Death

Range: special.

Duration: 6 turns (1 hour).

Effect: The Sorcerer draws forth a cloud of poison from the dark miasmas of the atmosphere. As this spell draws its power from natural miasmas, it may only be cast outdoors or in a well-ventilated room. The cloud is 10m in diameter and spreads out from the Sorcerer's fingertips. It moves at 20m per round away from the spellcaster. The poison gas is heavier than air and will sink down holes or slide downhill. The cloud acts as a poison with virulence 10+ and 1d6 damage. Any character staying within the cloud must throw against its virulence again each round that they remain in the cloud.

Cloud of Death cannot be channeled.

Critical Success: The cloud's damage is increased to 2d6.

Command the Weather

Range: 100m radius.

Duration: Special.

Effect: This spell allows the Sorcerer to create a special weather condition in their vicinity. The spell only works outdoors, and the radius is limited to 100m. The spell works indefinitely as long as the sorcerer is stationary and concentrates on it. See the following table for potential weather conditions.

Command the Weather cannot be channeled.

Critical Success: Radius is increased to one kilometer!

Command Weather Table

Weather	Effect
Calm	Dissipates foul weather. Sailing ships may not move.
Hot	Dries wet conditions. Land movement rates halved.
Cold	Water and mud freeze. Icy surfaces slow movement rates by half.
Severe winds	All movement rates halved. Movement via flight is impossible. The use of ranged weapons is impossible. In sandy or dusty terrain, reduce visibility to 6m range. Sailing ships move at double speed but must throw Watercraft/INT 8+ or suffer one Regular Damage result per 4 hours.
Tornado	The sorcerer directs the whirlwind, which moves at 40m per round. The tornado may attack as an air elemental. Sea vessels struck by a tornado automatically suffer 1d6 Regular damage hits.
Foggy	This thick fog reduces visibility range to 6m. Movement rates are reduced by half.
Rainy	Ranged attacks suffer a -1 penalty to hit. Mud forms within 3 turns, which halves land movement rates.
Blizzard	The snowstorm drops visibility to 6m range. Movement rates are halved. Characters take damage as per Arctic conditions.

Commune with Plants

Range: 10m.

Duration: 3 turns.

Effect: The Sorcerer can communicate with both normal plants and plant-based creatures. A normal plant's sense of its surroundings is limited, and thus it will have a limited ability to answer questions about events outside its immediate vicinity. The spell does not alter the plant's reaction towards the Sorcerer. However, normal plants often communicate freely with sorcerers, as they have little else important to do but photosynthesize without end: anything to break the monotony. To determine the attitudes of sentient plant creatures towards the sorcerer, follow the normal Reaction rules. Friendly plant creatures may assist the Sorcerer in various tasks; ordinary plants may only converse.

Critical Success: Gain Advantage on Reaction rolls vs. plant creatures the sorcerer seeks to converse with.

Creeping Doom

Range: 200m

Duration: Ten minutes.

Effect: When this ritual, the sorcerer calls forth a teeming mass of crawling and flying insects to devour plants, animals, and humans unfortunate enough to be caught in its path. Nothing will stop the insect swarm, although it will not climb more than six feet in its pursuit of meat. Walls of flame or wide canal of water will divert the swarm. Anyone caught in the swarm takes 6D damage per round for 2d6 rounds. Once summoned, the swarm will move in a single direction only; the caster has no control over its direction.

Critical Success: The caster has limited control over the direction of the swarm, which lasts for ten minutes.

Crushing Quest

Range: 10m

Duration: Permanent until quest fulfilled.

Effect: This powerful ritual imbues the caster with the ability to force a target to perform a service and return with proof of completion of the quest. The target can resist the spell with an INT/10 + (Caster's Sorcery skill) roll. For example, a sorcerer with Sorcery-3 would force a target to roll INT/13+ to resist this spell.

If the target ignores the quest, they suffer a crippling illness, and lose 1 point of a randomly determined attribute per day. This penalty can only be removed once the quest is fulfilled.

Critical Success: No additional effect.

Curse of Toad

Range: 20m.

Duration: 1 day per Sorcery skill level (1 day at Sorcery 0 or 1).

Effect: This spell transforms 3 targets per Sorcery skill level into tiny, slimy toads for the spell's duration (level 0 can transform 1 target). The targets may attempt to throw INT 10+ to avoid this effect. Targets who fail this throw immediately assume the form – physical and mental – of a toad, including the mentality of an amphibian. The target will not remember their regular life while in toad form and will act as normal toad for the duration of this spell. Once the spell expires, the target regains its original form, intelligence, and memories. Note that undead, incorporeal or gaseous creatures, or creatures with natural shapeshifting abilities are immune to this spell.

Critical Success: The spell's duration is increased to one week per Sorcery skill level.

Cursed Banquet

Range: 10m

Duration: One evening's worth of food and drink.

Effect: This spell creates a magically cursed banquet of delicious food and drink, enough to feed a large dinner party. Anyone who eats the food or drink at the banquet are subject to another magical effect: the caster picks another spell which is woven into the dinner. It must be cast during the same ritual as the Curst Banquet. Both spells must be successful for the banquet to work properly.

Critical Success: The food lasts for a week.

Death Cage

Range: 50m, in a 10m square.

Duration: 1Dx10 minutes

Effect: The caster summons a cage to capture any number of targets in a 10m x 10m square. The cage has a 3m tall ceiling. The bars of the cage are coated with any number of toxic chemicals, psychedelics, or razor-sharp blades. Everyone trapped in the cage must roll to resist a Virulence 9 poison that does 1 point of damage every round.

Breaking the cage requires a STR/10+ roll, and automatically does 2d6 damage to anyone making the attempt.

Critical Success: The poison is Virulence 10 and does 1D3 points of damage.

Enthrall

Range: 20m.

Duration: special.

Effect: This spell causes one living intelligent creature to consider the Sorcerer as a trusted friend and ally. The target must throw INT 10+ or be charmed. Large, powerful creatures such as dragons are immune to this effect at the Referee's discretion. If currently under

attack by the sorcerer of the sorcerer's allies, the target enjoys an Advantage on this throw. The spell does not allow its caster to directly control the targets, but rather, the subject interprets the caster's words and actions in the most favorable way. The target will not do anything it would not normally do, and unusual requests will grant another INT 10+ throw to resist the effect. The caster must speak the subject's language to give commands. Of course, if the caster is attacked, the charmed creature will rush to defend its "friend". The subject receives another INT 10+ throw to resist the spell once a day if it has INT 10 or better, every week if it has INT 7-9, or every month if it has INT 6 or less. Casting the Quell Enchantment spell will instantly free the enthralled creature.

Critical Success: The target is Enthralled as if their INT is one category lower.

Exorcism

Range: 50m.

Duration: Instantaneous.

Effect: A useful spell when fighting powerful evil creatures. A single targeted extraplanar creature, such as a Cacodemon or an Elemental, must throw INT 10+ or immediately return to its home dimension.

Critical Success: The spell automatically banishes the creature back to its home dimension, without a throw to resist.

Expunge Curse

Range: 10m.

Duration: Instantaneous.

Effect: This spell instantaneously removes all curses from one target creature per Sorcery skill level (1 creature at Sorcery 0 or 1). If cast on a cursed item, the spell does not remove the curse from the item itself but allows the item's bearer to get rid of it.

Critical Success: The spell can permanently remove a curse from a cursed item.

Feeblemind

Range: 60m.

Duration: Permanent.

Effect: The target of this spell must throw INT 10+. On a success, the spell has no effect. On failure, the target becomes a helpless idiot incapable of casting spells, understanding language, communicating coherently, or fighting effectively. The victim only dimly remembers who their friends are and may follow their simple instructions. This state lasts until Quell Enchantment or Restoration is cast on the victim.

Critical Success: The target is not granted with the INT throw to resist this spell.

Fire Storm

Range: 200m

Duration: Instant

Effect: A fire that is already lit and burning grows into a raging inferno, causing 3d6 fire damage to all targets within 10m of it and setting them on fire! Targets may throw DEX 10+ to avoid the inferno and suffer half damage.

Critical Success: The fire burns with incredible intensity, causing 5d6 damage to each target instead.

Gate Crashing

Range: 300m

Duration: Instant

Effect: When this ritual is complete, the sorcerer chooses a 10m-by-10m section of a wall, doorway, or gate, and causes it to topple in dramatic, spectacular fashion. This includes city walls, fortifications and castles, if the structure is built up over the natural landscape. This spell can be used on indoor or outdoors—though using it underground to topple a wall may collapse the roof overhead.

Critical Success: The breach caused can be triple the size.

Herd of the Great Khan

Range: Special.

Duration: 1 day.

Effect: This spell calls one or more horses or giant lizards (depending on the setting) to serve as mounts for the characters. The spell may call a herd of 10 light horses or 5 heavy horses, or a lounge of 5 giant lizards (sorcerer's choice, depending on the setting). When called, the animals travel to the sorcerer's location at their wilderness travel rate. If cast within inhabited terrain, or wilderness of grass, hills, or scrub, the animals will arrive within 1d6 turns. If cast in any other type of terrain, they will arrive within 3d6 turns. If cast in a place inaccessible to riding animals (such as deep underground), the mounts will wait closely nearby for the duration of the spell.

For the duration of the spell, the mounts understand the sorcerer's speech and serve as loyal companions.

The spell persists until it is dispelled by **quell enchantment,** or one day passes—at which time the mounts depart. The sorcerer may increase the spell's duration by casting it again a short time before the duration ends.

Note that this spell only calls animals, and not saddle and tack; it also does not grant anyone the Riding skill, though the animals are quite used to being ridden.

Critical Success: The duration is increased to one week.

Immunity to Elements

Range: Touch.

Duration: 6 turns.

Effect: This spell grants one creature per Sorcery skill level (one

creature at Sorcery 0 or 1) complete immunity to one elemental force: cold, electricity, or fire for its duration. The immunity also protects any items the creature is carrying.

Critical Success: Duration is 6 hours rather than 6 turns.

Invisibility

Range: Touch.

Duration: Until dispelled or until the subject attacks someone or something

Effect: The touched target becomes invisible. Any equipment or items carried by the target creature vanishes as well. Items dropped by the invisible creature turn visible, and items picked up become invisible. Note that the invisible subject is not magically silenced, only turned invisible. The spell ends after the invisible creature attacks any creature or casts any spell. Other actions do not end the spell. The spell lasts 24 hours, or until the sorcerer dispels the effect.

Critical Success: The spell does not end when the subject attacks a target, but rather after 24 hours, or until dismissed by the sorcerer.

Invoke the Evil Eye

Range: 10m.

Duration: Instant.

Effect: The Sorcerer places a curse on a target creature or object. A creature may throw INT 9+ to resist the curse. The caster must choose one of the following effects as the curse:

- Halve one characteristic score (round up)
- -3 modifier to all attack throws.
- Panic: each round of combat, the target must throw 1D; on 1-3, it acts normally on 4-6, it takes no action.

The caster may invent a different curse but should not be more powerful than the examples above; this is at the Referee's discretion.

The curse is permanent, unless removed by the Expunge Curse spell.

Critical Success: Any Expunge Curse spell cast to remove the curse is at a -4 modifier, and if it fails, it may not be cast on the same victim until a week passes.

Invoke the Frozen Wastes

Range: 150m.

Duration: 1 turn.

Effect: This spell calls down a storm of freezing, razor-sharp hail from the heavens on a target location no more than 20m in diameter. Any creature or object beginning their combat round in or entering the ice storm must throw DEX 10+ or suffer 2d6 damage per caster's Sorcery skill rank (or 1d6 AV per Sorcery skill rank). Any movement through an ice storm's area is at half the normal movement rate.

If cast underground or inside a building, the storm will strike the ceiling or the surface above the desired target area; it will reach the target only if it does enough damage to break through to it.

The sorcerer gains an Advantage when casting this spell in icy or stormy weather. If cast under a clear sky, the sorcerer is incurred with a -2 penalty to the throw.

Critical Success: The spell's duration is 1 hour rather than 1 turn.

Invoke Tectonics

Range: Special.

Duration: As long as the Sorcerer maintains Concentration.

Effect: This spell causes the ground around the sorcerer to tremble. The Sorcerer remains unaffected. The Sorcerer may choose to have the Tremor radiate outward from them along the ground in all directions up to a radius of 30m, or blast outward along the ground in a flat cone 90m long and 60m wide. Creatures within the area of effect must throw DEX 8+ every round. Those who fail this throw are knocked down and suffer 1d6 damage. Those who succeed retain their footing and suffer no damage. At the Referee's discretion, Invoke Tectonics may damage buildings and has an AV 4d6 ability vs. vehicles. Note that a Sorcerer does not need to cast this spell

while on the ground: casting this spell in deep water creates a small tsunami, which causes an AV 4d6 attack vs. ships!

Critical Success: Targets who fail the DEX throw suffer the full 3d6 damage rather than 1d6 when falling. Buildings in the affected area will usually crumble (Referee's discretion).

Mirage

Range: 240m

Duration: Special

Effect: This spell makes a structure or terrain feature look like something else. For example, it could make a tower or castle appear to be a hill. The entire terrain feature must be within the spell's range. The affected terrain looks, sounds, and smells exactly like the illusion. Intelligent creatures who suspect that this is an illusion may throw INT 8+ to disbelieve it. The Mirage lasts until someone casts a Quell Enchantment spell, or it dismissed by the Sorcerer who created it.

Critical Success: The illusion is so perfect that it requires an INT 10+ throw to pierce, rather than INT 8+.

Mutate

Range: 10m

Duration: Permanent.

Effect: The caster points at a target who mutates! Roll on the Mutation Table (p.185) and apply the mutation immediately!

Critical Success: The caster rolls twice on the Mutation Table and chooses the result they wish to inflict on the target.

Quell Enchantment

Range: 40m.

Duration: Instantaneous.

Effect: The Sorcerer can use the Quell Enchantment spell to end ongoing spells or magical effects cast on a single creature or object, or all ongoing spells within a cubic space 5m on a side (sorcerer's choice).

If the spell targets a creature, all spells and spell-like effects are canceled. This includes ongoing potion effects, but not permanent magic items. If cast on an area, all ongoing spells in that area are dispelled.

Some spells and other magical effects are immune to Quell Enchantment: for example, all magical diseases and curses.

Critical Success: The spell affects magic items as well – permanently!

Paralysis

Range: 100m.

Duration: 10 turns.

Effect: This spell paralyzes any living being, freezing them in place like living statues. The target may make a STR 10+ throw to avoid the effect of this spell. The caster may paralyze one target, plus one additional target per Sorcery skill level. A paralyzed target is still aware and may breathe normally but cannot take any action or speak.

Moving targets that are paralyzed topple over, and flying targets that rely on wings to fly plummet out of the sky. They take normal falling damage. Swimming paralyzed targets sink immediately and will drown without any outside assistance.

Critical Success: The spell's duration is 1 day rather than 10 turns.

Pestilence

Range: Touch.

Duration: Instantaneous.

Effect: The sorcerer infests the target with a horrid wasting disease: virulence 10+, damage 2d6, interval 2d6 days. While ill, the subject suffers a -2 penalty to all skill and attack throws. Their wounds will not heal on their own, and no healing magic can help. A Restoration spell is the only way to cure this illness.

Critical Success: The disease has virulence 12+, damage 4d6, interval 1d6 days.

Petrification

Range: 50m

Duration: Permanent

Effect: The caster can turn a number of living targets into stone statues equal to their Sorcery skill +1. This effect cannot be avoided without magical or divine protection. Petrification preserves the targets and their belongings as exquisitely carved statues. The existence of magic that reverses this spell is left to the Referee to develop.

Critical Success: Double the number of petrification targets.

Respite

Range: Touch.

Duration: Instantaneous.

Effect: Heals the target character as if they have fully rested for 5d6 days.

Critical Success: Completely heals the target character.

Restoration

Range: Touch.

Duration: Instantaneous.

Effect: The Restoration spell removes any curses, afflictions, diseases, or poisons from the creature the Sorcerer touches.

This spell may also allow a creature to regrow lost limbs or organs, thus reversing mortal wounds, assuming that the creature is still alive. However, such rapid regeneration wracks the target's body: the creature must throw END 8+ or be forced to roll on the Mutation Table.

This spell cannot cure mutations, and nor can it bring dead creatures back to life.

Critical Success: The spell regenerates missing limbs or organs automatically, without risk of mutation.

Scrying

Range: Special.

Duration: 1 turn.

Effect: This spell allows the sorcerer to see images of distant creatures, objects, or places. This requires a mirror, a crystal, or a clear pool, through which the visions will be seen. The caster must know the creature, object, or place being viewed. Otherwise, they must have a sample of the creature or object such as a hair clipping or a paint chip. The vision lasts 1 turn, and the sorcerer must concentrate and remain motionless while scrying.

Critical Success: The spell lasts 1 hour rather than 1 turn.

Serpent's Kiss

Range: Self.

Duration: 1 Turn.

Effect: The Sorcerer grows the fangs of a venomous snake and may bite like a serpent. Every round for the spell's duration, the Sorcerer

may make a Melee Combat 8+ throw. If successful, they bite their target, and cause 1d6 damage. The target must also resist a Virulence 10+, Damage 4d6 poison.

Critical Success: The spell lasts for 6 turns, and the poison's virulence is 12+.

Slay!

Range: 150m.

Duration: Instantaneous.

Effect: This spell will kill 1d6 human-sized creatures or one larger creature per the sorcerer's Sorcery skill ranks (1 at Sorcery 0). The targets must all be located within a 10m radius sphere centered on any point the sorcerer wishes, within range. Each affected creature must throw END 12+ or die immediately.

Critical Success: Double the number of affected creatures and double the radius of effect to 20m.

Soul Probe

Range: Touch.

Duration: Immediate.

Effect: The Sorcerer penetrates deep into one creature's soul and mind, learning their most intimate memories and repressed desires. The player may ask the Referee 3 questions about the target's memories and desires, and the Referee must answer truthfully. The process takes a few seconds, during which the target character is acutely aware of being probed. Note that the answers are truthful from the target's perspective, limited to that character's knowledge, and thus may not necessarily be the truth.

Soul Probe cannot be Channeled.

Critical Success: The Sorcerer may ask 6 questions rather than 3.

Tentacles

Range: 50m

Duration: One day.

Effect: The ritual creates dozens of eldritch tentacles that emerge from a dark seething mass of protoplasm hidden underfoot. The tentacles attack with Melee-0 and STR 12 (+2 to hit total) and do 2d6 damage. Each tentacle has a damage capacity of 18 points. Slashing weapons do full damage, while any blunt weapons or piercing weapons have their damage dice reduced by 1 die. Multiple tentacles can attack a single target, often immobilizing targets before strangling them.

Critical Success: The tentacles come with spikes that do an additional die of damage (3d6 total). The tentacles are also more nimble and have Melee-1 skill.

Tongues

Range: 50m

Duration: One hour plus one hour per caster's level of Sorcery skill.

Effect: Upon successfully completing this ritual, the sorcerer can understand and communicate in all languages. The sorcerer can have a fluent conversation with any creature capable of language.

Critical Success: This ability also extends to written languages. The sorcerer can understand any text they attempt to read.

True Seeing

Range: Touch.

Duration: 6 turns.

Effect: This spell grants the recipient the ability to see all things as they truly are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures and objects, sees through illusions, normal and magical disguises, and various polymorph effects. True Sight has a 50m range. It does not penetrate solid objects and does not negate actual concealment such as fog.

Critical Success: The sight penetrates solid objects up to 1m in thickness.

Vengeance of the Gods

Range: 75m.

Duration: Special.

Effect: This spell calls forth the wrath of vengeful gods and instantly destroys a number of undead creatures equal to three times the sorcerer's Sorcery skill. All undead targets must be inside a 20m radius sphere from a point of origin chosen by the sorcerer. Skeletons and zombies turn to dust automatically. Other undead must throw END 10+ or crumble to dust. Undead with the Sorcery skill, such as vampires, are immune to this spell.

Critical Success: The spell destroys all non-sorcerous undead automatically, without granting them the END 8+ throw to resist, in a 40m radius!

Ward Alarm

Range: 10m at casting.

Duration: 1 year.

Effect: The ritual creates a system of magical alarms that alert the caster that unwanted visitors have entered the warded area. The ward alerts the sorcerer regardless of how far away the sorcerer is.

The sorcerer can also combine the Ward spell with another spell in a more complicated ritual: penalize the Sorcery roll by -2 modifier. If successful, when the Ward is triggered, the second spell is also triggered. This is a good way to make magical traps.

Critical Success: The ward is permanent.

Ward Rune

Range: 3m radius.

Duration: 12 turns (2 hours).

Effect: The Sorcerer draws a protective rune in the air which stops any spell or spell-like effect (including the Sorcerer's own magic) from passing. The barrier extends around the Sorcerer to a radius of 3m. The spell can be dismissed at will, or will last for the duration. Spells with a range of Self or Touch cast by the Sorcerer inside the Ward Rune are not blocked. The Ward Rune can be removed by a Quell Enchantment spell or similar effect or be dismissed by the sorcerer who cast it.

Critical Success: The Ward Rune's duration is doubled.

Water Breathing

Range: 10m.

Duration: 1 day.

Effect: This spell allows one target per the caster's Sorcery skill (1 at Sorcery 0 or 1) to breathe underwater at any depth. The spell does not prevent the target from breathing air, nor does it provide any special ability to move underwater.

Critical Success: The spell's duration is 1 week rather than 1 day.

Winged Flight

Range: Self.

Duration: 3 turns per Sorcery skill level.

Effect: The Sorcerer grows two large wings from their shoulders. The wings' appearance can be chosen by the Sorcerer. The wings allow the Sorcerer to fly at a rate of 40m per combat round, or 2000m per turn while exploring. Winged flight requires no more concentration than walking, and the sorcerer may attack or cast spells normally. If

the spell is dispelled or ends when the sorcerer is aloft, they will fall to the ground, potentially taking falling damage.

Critical Success: The spell's duration is doubled.

Wrath of the Storm

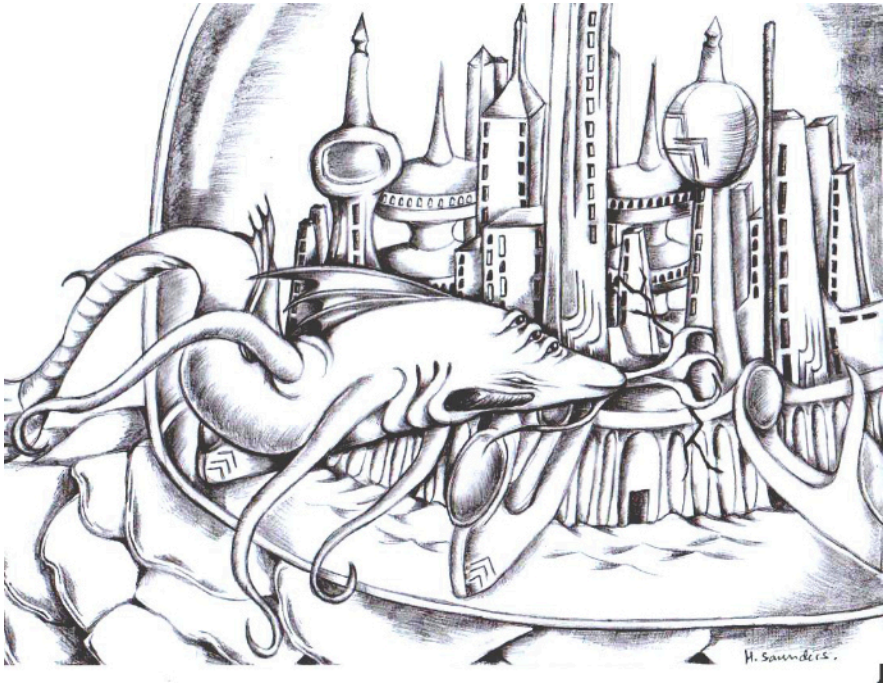
Range: 120m.

Duration: 3 turns per Sorcery skill rank.

Effect: This spell only works when a storm is within range. It enables the Sorcerer to call down a lightning bolt every turn (10 minutes) on any point within the spell's range. The lightning bolt strikes from the sky, blasting an area 6m in diameter. All creatures within the blast area suffer 6d6 damage, or 3d6 if they successfully throw DEX 8+. The lightning bolts will remain available until either the storm or the spells end.

Wrath of the Storm may damage vehicles: it has an AV value of 3d6 and will set wooden ships on fire.

Critical Success: Double the spell's duration.



Eldritch Spell List

Eldritch Spell Table

Spell Name	Description
Banishment	Drive a target away from a specified location for at least a year.
Binding	Chain a target to a location.
Blight	Cause crops to wither and die in a region, dooming the populace.
Commune with Gods	The sorcerer enters a trance and reaches out to the Greater Powers or Spirits, who will answer three yes-or-no questions
Dream Communication	Send messages to unwitting targets, imbuing them with more drive to do the sorcerer's bidding.
Heart Stealing Obeisance	A dark spell to force someone's obedience.
Image of the Old One	Create an image of a dark, forgotten god for others to worship. Gain untold power.
Loew's Servitor	Build an unthinking servitor that does your bidding.
Nightmarish Suggestion	Drive someone insane through horrible nightmares until they perform a task the sorcerer needs done.
Prophetic Destiny	Prophetic Destiny Grab the strands of Fate itself and learn how to bend it to the sorcerer's will!
Prophetic Destiny	The sorcerer enters a trance and reaches out to the Greater Powers or Spirits, who will answer three yes-or-no questions.
Rebirth	In this vile act of necromancy, the Sorcerer steals a dead person's soul, plucking it out of the halls of the dead.
Rend Reality	Alter the very fabric of reality itself. Damn the consequences!
Summon Demon	The Sorcerer opens a portal to the Outer Dark and summons a Cacodemon.
Summon Elemental	The Sorcerer opens a dread portal to one of the Elemental Planes – Air, Earth, Fire, or Water – and calls forth an Elemental from that dimension.
Summon Ooze	The Sorcerer calls forth their choice of Gray Ooze, Green Slime, or Yellow Mold from the darkest recesses of the Earth.
Summon the Kraken	This spell works only in the open sea and calls a giant octopus or giant octopus to serve as the sorcerer's companion.
Teleportation	Instantly transport up to 1000km away.

The Eldritch spells are dark and powerful. These are the spells that sorcerers go to war over to acquire, or to prevent another magic user from acquiring. Only the most experienced of wizards should risk attempting them.

Banishment

Range: 10m

Duration: One Year

Casting Time: This spell requires 2d6 turns to cast.

Effect: The target of this spell is forced to leave a 50km radius from the point of casting. This ritual requires that the target be subdued or immobile. If the casting is successful, the target feels an urgent compulsion to leave. Any delay will cause 1D3 damage per hour—it is likely the target will take damage as they depart! If anyone subject to the Banishment ritual attempts to re-enter the forbidden region, their skin blisters and their body is wracked with pain: they suffer 1d6damage per exploration turn.

Critical Success: The banishment is permanent.

Binding

Range: 10m

Duration: 1 year, less a day.

Casting Time: This spell requires 2d6 turns to cast.

Effect: The spell's sorcerous energies magically chain an unwilling target to a location. This is usually a castle, valley, cave, or other well-defined, but not too confining area. The target must be present at the ritual, which usually requires it to be restrained, coerced, or even unconscious. After being bound to the location, the target cannot physically leave the location for the duration; the act of leaving is simply impossible.

Critical Success: The duration is permanent.

Blight

Range: 20km radius from the ritual.

Duration: One harvest season.

Effect: This ritual causes all crops and harvests within the area of effect to wither, and the soil to become infertile: grain is diseased, grapes rot on the vine, and cattle stop producing milk.

Critical Success: The duration lasts for seven harvests.

Commune With the Gods

Range: Self.

Duration: 3 turns.

Casting Time: Commune With the Gods requires 2d6 turns to cast. It cannot be channeled.

Effect: The sorcerer enters a trance and reaches out to the Greater Powers or Spirits, who will answer three yes-or-no questions. The being contacted may or may not be omniscient but will provide truthful answers. The sorcerer may cast this spell at most once per week.

Critical Success: The being will answer 6 questions rather than 3.

Loew's Servitor

Range: N/A

Duration: Permanent

Casting Time: This spell requires 2d6 turns to cast. It cannot be channeled.

Effect: The caster creates an artificial servant fashioned out of clay or stone. The golem (see p.260) will do whatever the caster commands. Care must be given in how commands are phrased, as the golem is an unthinking automaton powered by dark magicks. Worse still, after 1d6 weeks of service, the golem will begin to revolt against its orders. Roll 2d6 every time a command is given: on a result of 2, the golem will act out. Roll on the table below:

Critical Success: The golem (see the Monster chapter, p.260) will not revolt for 2d6 weeks.

Golem Revolt Table

1d6	The Golem Revolts Against Its Creator By...
1	Secretly destroying property in nearby villages and towns at night.
2	Killing livestock in a gruesome fashion. No one knows who the culprit is.
3	Defacing local public venues with strange graffiti symbols that seem magical in nature, but really only subtly incriminate the golem's master.
4	Ignoring commands and standing still like a statue at the most inopportune times.
5	Kidnapping a young child! The local villagers will be distressed and might be suspicious of any sorcerers known to operate in the area.
6	Going on a killing spree, killing people and animals at random in broad daylight!

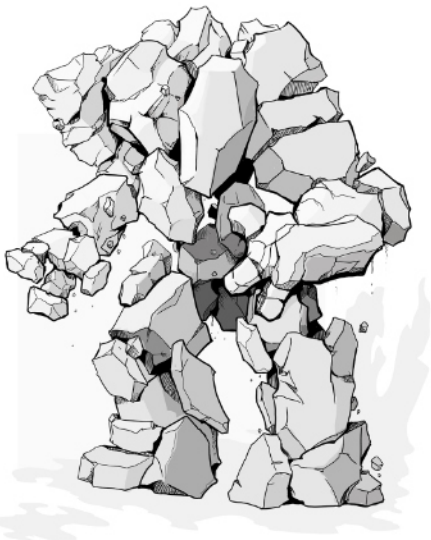


Image of the Old One

Range: Whoever sees the idol.

Duration: One day.

Casting Time: This spell requires 2d6 turns to cast. It cannot be channeled.

Effect: The sorcerer fashions a large statue of a dark, long-forgotten god. It costs the sorcerer 1d6x1000 gold pieces. This idol is a center of magical power and is worshipped by all who see it. Player Characters may roll Sorcery/INT 8+ to avoid its effects. NPCs are almost always affected.

Those who worship the idol engage in variety of dark acts for the day:

However, the main power of the idol is its ability to channel dark magic and corruption for the sorcerer. The idol bestows dark powers of persuasion and demagoguery to the idol's creator: those who hear the idolmaker's words are more willing to listen and obey the sorcerer. They gain a +1 to Morale rolls when acting on the demagogue's words.

Most chillingly, the idol serves to shunt Corruption away from the sorcerer whenever they cast additional spells. If the caster gains Corruption from any other magic spell they cast while in the presence of the idol, the Corruption is instead passed on to all those presently under the sway of the idol's powers. The sorcerer remains un-Corrupted.

Critical Success: The idol's powers last for one month.

Idolatry Table

1d6	Worship and Ablutions Before the False God:
1-2	Crazed debauchery of food and pleasures of the flesh.
3-4	Blood sacrifices of animals slaughtered; their warm blood poured on all present.
5	Gifts of valuables offered to the idol and its priests.
6	The sacrifice of willing or unwilling human subjects, and the consumption of their flesh.

Dream Communication

Range: 10km or Scrying range.

Duration: One night's dream, or 10 minutes of real time.

Casting Time: This spell requires 2d6 turns to cast.

Effect: The caster communicates with a sleeping target via the target's dreams: the target receives a message from the sorcerer. This message can be true, false, helpful, or harmful in some way. If the target acts on the information, they gain a +1DM bonus to one skill roll related to the message during the next day.

Critical Success: The message can be extended over multiple nights, giving the target the +1DM bonus for longer.

Heart Stealing Obeisance

Range: Touch

Duration: One command.

Casting Time: This spell requires 2d6 turns to cast.

Effect: This gruesome spell requires that the target be restrained and awake. On completion of the ritual, the caster magically reaches into the target's chest and pulls out their still-beating heart. The caster then commands the target to perform a task and eats the target's heart in a bloody spectacle. The target must obey the command: defend the sorcerer, kill interlopers, assassinate the king. The command need not be specific and short term in nature, but the broader the command, the more leeway the target has in interpreting it.

Once the command is obeyed, the target collapses into unconsciousness, their heart safely beating in their own chest.

Critical Success: The obedience is permanent.

Nightmarish Suggestion

Range: 10km or Scrying.

Duration: One night's dream, or 10 minutes of real time.

Casting Time: This spell requires 2d6 turns to cast.

Effect: This functions similarly to Dream Communication, except that it works entirely on a subconscious level. The caster provides a one sentence suggestion that they infuse into a nightmare. The target of the suggestion will suffer horrible nightmares that embed the suggestion on a deeper level than the target is aware of. Upon waking, the target will have a strange compulsion to perform the task that is probably quite outside of their normal behavior. They must roll INT/10+ to avoid the compulsion, but each time they do so, they suffer a -1 modifier penalty to all other actions not pertaining to the carrying out of the suggestion.

Critical Success: The suggestion is so strong that the roll to avoid the compulsion is INT/12+.

Prophetic Destiny

Range: Self.

Duration: One year.

Casting Time: One week.

Effect: The caster invokes a communion with the Fates: those enigmatic gods that control the lines of destiny running through all things. In the ritual, the caster gains access to destiny itself, and learns how to bring about a goal, event, or other happening that they would like to see occur. The caster has a near-complete picture of the plan, all the goals that need achieving, and learns the means of achieving them. They have one year to achieve them; after a year, the glimpse into the future is clouded and mysterious.

This ritual requires some work with the Referee to develop a series of goals and events that reasonably need to occur for whatever greater goal the Player Character wishes to achieve. For example, a PC may wish to overthrow a king and rule the kingdom instead. The Referee would need to develop a series of tasks that the PC would

have to achieve for this to reasonably be accomplished. Then, the PC needs to accomplish these tasks to usurp the king.

This powerful ritual takes a week to perform. Any disturbances will break the spell, causing a Critical Failure.

Critical Success: No additional effect.

Rebirth

Range: Touch.

Duration: Instantaneous.

Time: Rebirth requires 2d6 turns to cast. It cannot be channeled.

Effect: In this vile act of necromancy, the Sorcerer steals a dead person's soul, plucking it out of the halls of the dead. This is one of the darkest dark magic spells in existence, because the gods of the dead see it as an insult. The spell does not require a dead body: the magic will materialize the dead soul in new flesh. However, this spell is highly risky. Upon a successful casting, throw 2d6 on the table overleaf.

Critical Success: Add the Sorcery throw's Effect is added to the Rebirth Table.

Rebirth Table	
2d6	**Result**
2	The gods refuse to let go of the soul and whoever the sorcerer is attempting to bring back must remain dead for eternity instead. No further attempts may be made to bring the person back to life.
3-4	The person indeed arises from the dead, but instead of rising as a normal mortal, the eternal powers of Chaos curse them with undeath! The person rises as a **ghoul**, under the Referee's control, who will attack any nearby characters and attempt to eat them.
5-6	The spell fails. Further **rebirth** attempts may be made at no penalty to the Sorcery roll, but all rolls on this table are made at a -2 penalty. Penalties are cumulative for repeated attempts: for example, a third attempt after failing twice will suffer from a -6 penalty.
7-9	The character is restored to life, but in a bad state. They will require 1d6 months of rest. Roll 1d6: 1-2, the character loses their memory; 3-4, the character is part alive and part dead; 5-6, the character will suffer from sudden and unexpected fits of murderous rage (see below).
10	The character is restored to life, though still bearing terrible injuries. They will require 1d6 months of rest. Roll 1d6: 1-2 the character suffers from partial memory loss; 3-4, the character has passed through Hell and will have severe recurring nightmares; 5-6, the character undergoes a profound personality change as they recover.
11	The character is restored to life and will make a full recovery within 2 weeks. Roll 1d6: 1-2, the character will be sickly for the rest of their life; 3-4, the character suffers characteristic loss; 5-6, the character remains cold as a corpse and will suffer sudden shivers.
12+	The character is blessed by Chaos and awakens fully restored with full characteristics, ready to adventure at a moment's notice!

Rebirth Effects

Characteristic Loss: the character loses 1d6points from one characteristic, chosen randomly, to a minimum of 1.

Memory Loss, Full: The character suffers from complete amnesia, though they will retain basic life skills and partial adventuring capabilities. The character loses half of their skill levels, chosen by the Referee. The character's EDU characteristic is halved (round up).

Memory Loss, Partial: The character loses part of their memory but retains a general idea of their identity, as well as some adventuring

capabilities. The character loses one skill entirely, regardless of level, chosen randomly. The character also loses 1d6points of EDU.

Partially Alive: The character is neither alive nor dead, and teeters constantly on death's door. They are kept alive only by black magic but at the same time are constantly called back to the afterlife (or hell) by the gods of death. The character suffers a -2 penalty to all actions and only has half their movement rate. The character must also succeed at an END 8+ throw every month, with the above penalty, lest the character dies and the gods of the underworld reclaim their lost soul.

Personality Change: The character retains their memories, but his or her personality will change in a profound manner, as agreed upon by player and Referee.

Recurring Nightmares: The character suffers from memories of being dead in a dreadful afterlife – as well as other negative visions. They will invariable suffer from severe recurring nightmares every night, preventing healthy sleep. The character will suffer severe insomnia as a result, causing a perpetual -1 modifier to all actions.

Sickly: The character's body does not fully recover from being dead and its life force is far weaker. Natural healing takes twice as long, and so does magical healing based on natural healing times (such as Respite spells). The character also suffers a -1 penalty to throws to resist disease, poison, or acid.

Sudden Murderous Rage: The character awakens as normal but is shadowed by a demon. At the Referee's discretion, usually once a week or month, the character must make throw INT 8+ or fly into murderous bloodlust lasting 2d6 rounds, doing their best to kill any living being within reach. After this period, they will return to normal, but will not remember any of their actions while enraged. A sorcerer may attempt to use Exorcism to banish the demon. In this case, the character throws INT 8+. If successful, the sorcerer drives away the demon and prevents any further bouts of rage; if failed, the character becomes permanently controlled by the demon – and from that point on is considered an NPC monster controlled by the Referee.

Rend Reality

Range: N/A

Duration: Permanent.

Casting Time: One week.

Effect: This legendary ritual takes one week to perform, and the Sorcery roll is penalized by -4. On completion, the sorcerer may alter reality in some direct and permanent way: reviving a dead friend, changing the course of current or historical events, and the like. Of course, the phrasing the spell itself has led to the downfall of countless sorcerers. The unintended consequences of this spell can be the subject of an entire campaign.

Critical Success: No additional effect.

Summon Demon

Range: 75m.

Duration: 1 day.

Casting Time: This spell requires 2d6 turns to cast.

Effect: The Sorcerer opens a portal to the Outer Dark and summons a Cacodemon. Generate the Cacodemon with 2 special abilities as per the Random Demon rules in the Monsters chapter. A sorcerer may only successfully summon one Cacodemon per day. The demon serves the caster for up to one day, as long as the sorcerer concentrates on controlling it. If the sorcerer suffers damage while concentrating on controlling the Cacodemon, they break concentration and lose control. If they cast another spell, they also break concentration. The sorcerer may send the demon back to the Outer Dark at will: this requires one action if in combat. However, if the caster loses concentration without first dismissing the demon, it will attack the caster and their allies. Only slaying the Cacodemon or using a Quell Enchantment or Exorcism spell will banish it once it is no longer controlled. A Cacodemon can return to its home dimension

at will, but most are eager to roam the world of mortals, wreaking havoc and spreading Chaos.

Critical Success: The demon is summoned with 3 special abilities rather than 2.

Summon Elemental

Range: 75m.

Duration: Special.

Casting Time: This spell requires 2d6 turns to cast.

Effect: The Sorcerer opens a dread portal to the primordial elemental realms – Air, Earth, Fire, or Water – and calls forth an Elemental from that dimension. At most one Elemental of each type may be conjured by the same Sorcerer on the same day. Once the Elemental appears, it serves the Sorcerer as long as they concentrate on controlling it. At any point while controlling the elemental, the sorcerer may dismiss it back to its plane, which takes one combat action. A Quell Enchantment or Exorcism spell will also banish the Elemental back to its plane. However, if the spellcaster loses concentration—usually by taking damage—they lose control of the Elemental. Control over the Elemental may not be regained. The Elemental will go on a rampage and attack anyone and anything in its path. Eventually – typically within 1d6 turns – it will return to its native plane of its own volition, but only after wreaking havoc in the realms of mortals.

Critical Success: The Sorcerer gains a strong link with the Elemental and does not automatically lose control of it if they lose concentration. Instead, the Sorcerer is permitted an INT 8+ throw to preserve concentration.

Summon Ooze

Range: 5m.

Duration: 1 day.

Casting Time: This spell requires 2d6 turns to cast.

Effect: The Sorcerer calls forth their choice of Gray Ooze, Green Slime, or Yellow Mold from the darkest recesses of the Earth (see the Monsters for details). The ooze will mindlessly respond to the Sorcerer's will. It will disappear if Quell Enchantment is cast on it, or when the spell ends.

Critical Success: The summoned ooze has twice as much Stamina and Lifeblood as normal.

Summon the Kraken

Range: Special.

Duration: 1 day.

Casting Time: This spell requires 2d6 turns to cast.

Effect: This spell works only in the open sea, and calls a giant octopus (p.267), to serve as the sorcerer's companion. The cephalopod will take 2d6 turns to arrive, and will travel as close as possible to the sorcerer: near their boat, along the shore, etc. For the spell's duration, the kraken will serve as a friend and companion; it will even allow the sorcerer to ride it, or attack ships and monsters at their command.

The spell persists until the creature is slain, the spell is broken with **quell enchantment**, or one day passes (at that time, the squid departs). The sorcerer may increase the spell's duration by casting it again a sort time before that day ends.

Critical Success: The spell's duration is increased to one week.

Teleportation

Range: 50m.

Duration: Instant

Effect: This ritual allows the sorcerer to teleport themselves and three people per level of Sorcery skill up to 1000km away. Having Sorcery-0 means only the caster can teleport themselves. The targets can resist this spell with an END/10+ throw, with the caster's Sorcery skill level as a DM penalty (e.g. targets of a level-1 Sorcery teleportation spell need to make an END/11+ roll).

The targets and all their possessions are teleported instantly. If desired, the sorcerer may teleport 100kg of items instead of one person. The destination must be a place the sorcerer has observed or visited in the past: scrying and other magical means of far-seeing suffice for purposes of determining valid destinations.

Teleportation cannot be Channeled.

Critical Success: The teleportation range is increased to 5000km away, and the number of additional targets is doubled.

Sorcery Example

Petrush the Unwise has an END of 10 INT of 8, as well as Sorcery 2. He has recently learned the Animate Dead spell. He is also stuck in a cave and needs help to get out. What better means of combining magic with labor than to cast Animate Dead and get some skeletal servants to move rocks! Unfortunately, Petrush being unwise, he hasn't the patience to spend the ten minutes casting and will instead Channel the spell to speed things up.

He rolls 2d6: 3 + 2 (Skill) – 2 (Channeling) = 3. A failure with Effect -4 or lower (-5 in this case) is a Critical Failure.

This means a Petrush must roll on the Mishap Table (in addition to gaining 1 Corruption for channeling): the result is 33: A Major Explosion! Petrush must roll END 8+: 11 + 1 (END) = 12. He avoids taking 4d6 damage. Unfortunately for Petrush, the explosion occurred in a cave, and the Referee will now roll to see if there is a cave-in. Most unwise...

Bestiary

Insidious beasts stalk the jungles and mountains. Horrors lurk deep beneath the cities. And, of course, the natural world itself hosts a bounty of creatures, ranging from the useful, to the wondrous, to the terrible. Some of the most difficult and memorable opponents a band of adventurers may encounter are the monsters and creatures that inhabit the game world. This chapter details monsters ready for use in a Sword of Cepheus game, from the humble hunting dog to the mightiest dragon.

Monster Types

Monsters come in various types – from humanoids to beasts to undead. The monster type determines how various spells affect the monster, as well as its behavior as we detail below.

Note that, unless noted otherwise, all monsters have Athletics 0 and Melee Combat 0. All Beasts also have at least Survival-0.

Beasts

Beasts are animals, fungi, and plants, both mundane and fantastic. They have an ecological niche, reproduce, and will usually behave as their ecological niche dictates. Most beasts are non-sentient or semi-sentient (INT 0 or 1) but in a Sword and Sorcery world, sentient animals are always a possibility. Beasts are the most common type of monster. Note that non-humanoid plant and fungal monsters are also considered beasts. Beasts are affected by any spell which affects animals.

Beast Subtypes

Beasts are living animals and thus have ecological niches, or subtypes, as described below.

Carnivores

Chasers (such as wolves or velociraptors) chase and exhaust their prey before killing it.

Killers (such as sharks) possess a raw killing instinct and attack their prey in a frenzy.

Pouncers (such as cats) kill by stalking and ambushing their prey.

Sirens (such as the Venus fly trap) lure their prey to them.

Trappers (such as spiders) catch their prey by setting traps.

Herbivores

Filters (such as earthworms and blue whales) pass the environment through their bodies. Unlike grazers, which move to food, filters move a flow of matter through themselves and filter out the food.

Grazers (such as antelopes) are herbivores devoting most of their time to eating.

Intermittents (such as elephants) are herbivores that do not devote all their time to eating.

Omnivores

Eaters (such as army ants) eat anything and everything – including characters, if the Eaters can overcome them.

Gatherers (such as raccoons and chimpanzees) are omnivores that tend towards being herbivores.

Hunters (such as baboons) are omnivores that tend towards the carnivorous end of the diet spectrum.

Scavengers

Carrion-Eaters (such as vultures) wait until all other threats, such as predators or more aggressive scavengers, leave a carcass before feasting on it. Scavengers are either carnivores or omnivores.

Hijackers (such as lions and Tyrannosaurus rex) are scavengers who steal other predators' kills by brute force.

Intimidators (such as coyotes) establish their claim to food by intimidating other creatures.

Reducers (such as vermin) act constantly on all available food, even the remains left behind by other scavengers.

Constructs

Constructs are artificial beings created by magic or technology. They are usually non-sentient. Constructs are immune to mind-affecting spells, poison, and disease.

Humanoids

Humanoids resemble human beings, at least in general terms: they have bilateral symmetry, two arms, two legs, and usually walk upright. Humanoids are sentient. Generally speaking, humanoids are affected by any spell which will affect a human being.

Outsiders

Outsiders come from other planes of existence – such as the depth of Hell, the Elemental Spheres, or far more alien realms. They may or may not be sentient. Unless otherwise specified, they are immune to mind-affecting spells, poisons, and disease, but are vulnerable to the Exorcism spell.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces. They are immune to mind-affecting spells, poisons, and disease.

Instinct and Pack

Monsters possess STR, DEX, END, and INT characteristics just like human characters. However, instead of EDU and SOC, they have the Instinct (INS) and Pack (PAC) characteristics.

Instinct (INS) is the monstrous equivalent of INT and EDU. If a monster has the INS attribute, it means that it is not sentient. Use INS in place of INT or EDU in all cases. The Intelligence attribute is left as a means of comparison among monstrous intellects. Non-sentient beasts use the INS skill to tasks which would otherwise require an INT throw, but in which beasts are competent despite having a low INT score. For example, monsters apply their INS characteristic to tasks such as sensing prey. Sentient creatures are educated to one degree or another, and possess the EDU attribute.

Pack (PAC) is the animal equivalent of SOC. The higher the creature's

PAC score, the larger the group that it can be associated with, and the more standing the creature has in that group.

Note that all monsters behave per the Referee's discretion or according to a Reaction throw.

Monster Spellcasting

Certain powerful intelligent monsters can wield magic to great effect. They use the standard spell casting rules in the Sorcery chapter (p.178), with only one minor change:

Any non-humanoid creature (Construct, Outsider, Undead) that can cast spells is immune to Corruption. Specific monsters might be immune to Corruption: see their descriptions, below.

Reading monster entries

Monster entries use the following format:

Size, Type, Terrain Locomotion, #Appearing, Treasure

Characteristics; Stamina/Lifeblood

Skills

Attacks; Armor; Speed; Morale

- Various creatures have further powers and abilities given in bullet-points in their description

Note that monsters with multiple natural weapon attacks (claws and teeth, for example) can attack with any natural weapon as a single action. They can also attack with all their natural weapons using one action, but can only do this once per round. For example, a Deinonychus can attack with its claws and teeth together as one action, and then for its second action can move, or attack with either a claw or bite.

For example: Dinosaur, Deinonychus

100kg Beast (Chaser), plains walker, #App: 2d6 Treasure: None

STR 9, DEX 16, END 9, INT 1, INS 9, PAC 8; Stamina/Lifeblood 11/22

Athletics 2, Melee Combat 2, Survival 0, Scout 0, Tactics 1

Claws (2d6), teeth (2d6); armor 1; speed 30m/action; Morale +1

This means that a **deinonychus** weighs 100kg on average, lives on open plains, walks (well, runs), has STR 9, DEX 16, END 9, INT 1, INS 9 and PAC 8; it has Stamina 11 and Lifeblood 22; 2d6 Deinonychuses will typically appear in an encounter; and they carry no treasure.

It has Athletics 2, Melee Combat 2, Survival 0, Scout 0, and Tactics 1 skills.

It has claws causing 2d6 damage, teeth causing 2d6 damage, 1 point of armor, and a speed of 30m per action (triple the human speed).

Monster Entries

While a large and varied number of monsters are listed here, Referees are strongly encouraged to alter these monsters, or create entirely new ones to fit their setting.

Ant, Giant, Worker

100kg Beast (Eater), plains walker, #App: 4d6 Treasure: Incidental

STR 10, DEX 7, END 12, INT 0, INS 7, PAC 12; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 0

Mandibles (2d6); armor 3; speed 10m/action; Morale -2

An enormous and hardy insect, the giant ant lives in massive nests and eat almost anything, hapless adventurers included. Note that the behavior notes above are for a wilderness encounter; giant ants will defend their nest to the death if invaded.

Ant, Giant, Soldier

100kg Beast (Eater), plains walker, #App: 2d6 Treasure: Incidental

STR 10, DEX 7, END 12, INT 0, INS 7, PAC 12; Stamina/Lifeblood 14/28

Athletics 2, Melee Combat 2, Survival 1

Mandibles (2d6); armor 5; speed 10m/action; Morale +1

Giant ant soldiers are hardier than their worker sisters. They also possess acidic venom, making their bite much more dangerous.

- Venom: 8+/2d6 delivered by bite.

Ant, Giant, Queen

800kg Beast (Eater), plains walker, #App: 1 Treasure: Incidental

STR 15, DEX 5, END 15, INT 0, INS 9, PAC 1; Stamina/Lifeblood 15/30

Melee Combat 2

Mandibles (3d6); armor 5; speed 10m/action; Morale +2

The queen of a giant ant colony is a bloated insect, several times the size of a worker or soldier giant ant.

- Venom: 8+/3d6 delivered by bite.

Ape, Flying

150kg Beast (Hunter), mountain flier, #App: 2d6 Treasure: Incidental

STR 12, DEX 8, END 12, INT 2, INS 10, PAC 7; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 1, Scout 1, Sneak 1, Survival 1, Tactics 1

Fists (2d6), Teeth (2d6); armor 3; walking speed 10m/action, flying speed 20m/action; Morale -1

A fantastic omnivorous winged ape capable of flight. It is intelligent enough to use tactics such as dropping rocks from the air on potential prey. These do 4d6 damage, but targets can dive for cover and take half damage, as per the normal dive for cover rules (p.120)

- Attacks from the ground against flying apes suffer a -2 penalty to hit.

Assassin Vine

800kg Beast (Trapper), forest walker, #App: 1 Treasure: Incidental

STR 7, DEX 9, END 10, INT 0, INS 6, PAC 0; Stamina/Lifeblood 10/20

Melee Combat 1, Sneak 2, Tactics 1

3d6 vines (1d6 points of damage each); armor 4; speed 5m/action; Morale +0

A horrid semi-mobile carnivorous plant, the assassin vine creates its own fertilizer by crushing passers-by and depositing their carcasses near its roots.

- On a successful attack with Effect 2 or more, it grapples its victim, causing an additional 1d6 damage. The grapple does this damage each round.
- Each vine can take 1d6 damage (after armor) before being smashed or chopped off.
- An assassin vine that has lost all its vines cannot attack.

Baboon

50kg Beast (Intermittent), jungle walker, #App: 3d6 Treasure: None

STR 4, DEX 8, END 8, INT 2, INS 9, PAC 10; Stamina/Lifeblood 9/18

Athletics 1, Melee Combat 1, Scout 0, Sneak 0, Survival 1

Teeth (1d6+3), Ripping (2d6); armor 1; speed 10m/action; Morale +0

The baboon is a powerful and aggressive primate roughly the size of a large dog, and well-adapted to living on the ground.

Basilisk

200kg Beast (Trapper), desert walker, #App: 1 Treasure: Small

STR 14, DEX 8, END 12, INT 0, INS 7, PAC 0; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 2, Scout 1, Sneak 1, Survival 1, Tactics 1

Claws (2d6), Teeth (2d6); armor 3; speed 5m/action; Morale +1

The basilisk is a horrid lizard-like monster capable of turning its prey into stone. It then eats and digests that stone.

- Any creature caught in the basilisk's gaze must throw END 8+ or be turned to stone.
- Night vision.

Bat, Giant

100kg Beast (Hunter), hill and cave flyer, #App: 2d6, Treasure: None

STR 12, DEX 8, END 13, INT 1, INS 9, PAC 7; Stamina/Lifeblood 13/26

Athletics 0, Melee Combat 1, Scout 1, Survival 1

Teeth (2d6); armor 1; flying speed 30m/action; Morale +0

One hundred times the size of an ordinary bat, this monstrosity dwells in ruins and caves and preys upon the weak – including humans.

- Sonar vision: Giant Bats do not suffer negative modifiers for low light and darkness.

Bear, Black

200kg Beast (Hunter), forest walker, #App: 1d6, Treasure: None

STR 16, DEX 8, END 12, INT 1, INS 9, PAC 3; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 1, Scout 1, Survival 1

Claws (2d6), Teeth (2d6); armor 2; speed 20m/action; Morale -1

The forest-dwelling black bear is a major threat to adventurers, especially if its cubs are threatened.

Bear, Brown

400kg Beast (Hunter), forest walker, #App: 1d6, Treasure: None

STR 18, DEX 8, END 12, INT 1, INS 9, PAC 3 ; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 1, Scout 1, Survival 1

Claws (2d6+2), Teeth (3d6); armor 3; speed 20m/action; Morale +0

Much larger than black bear, the brown bear is a fearsome hunter – a particularly large subspecies, such as the grizzly or Kodiak bear (as depicted above) is a force to be reckoned with.

Bear, Polar

800kg Beast (Pouncer), arctic walker and swimmer, #App: 1d6, Treasure: None

STR 20, DEX 8, END 15, INT 1, INS 10, PAC 2; Stamina/Lifeblood 17/34

Athletics 2, Melee Combat 2, Scout 1, Survival 1, Tactics 1

Claws (3d6), Teeth (3d6); armor 3; walking speed 10m/action, swimming speed 20m/action; Morale +1

One of the largest bear species, the polar bear is a majestic predator at home both on snow, ice and underwater. The same game statistics can also serve to describe the prehistoric cave and short-faced bears, which were similar in size.

Beetle, Giant

50kg Beast (Eater), subterranean walker, #App: 1d6, Treasure: Incidental

STR 9, DEX 7, END 10, INT 0, INS 9, PAC 5; Stamina/Lifeblood 11/22

Athletics 1, Melee Combat 1, Scout, 1, Survival, 0

Bite (2d6); armor 4; speed 20m/action; Morale +1

A massive scarab or similar beetle that is far beyond ordinary size.

Bison

800kg Beast (Grazer), plains walker, #App: 5d6, Treasure: None

STR 24, DEX 5, END 20, INT 0, INS 9, PAC 16; Stamina/Lifeblood 22/44

Athletics-2, Melee Combat-0, Survival-0

Trample (3d6), Horns (3d6); armor 2; speed 20m/action; Morale -2

A large wild bovine, the bison is a prime game animal. However, hunters should take care: bison are dangerous when angered.

Black Pudding

200kg Beast (Reducer), subterranean walker, #App: 1 Treasure: None

STR 10, DEX 3, END 8, INT 0, INS 8, PAC 0; Stamina/Lifeblood 8/16

Athletics 0, Melee 0, Scout 0, Survival 0

Special attack; armor 0; speed 5m/action; Morale: automatic success

A black pudding is a dark, oily, amorphous glob with an acidic surface living off the detritus of the underground.

- Acid: any creature coming into contact with the black pudding – either after the pudding's successful attack or otherwise touching it – suffers 2d6 damage per round. Contact with the black pudding will corrode metal in 1d6 rounds.
- Immune to magic, cold, and lightning. Not immune to fire.

Boar

100kg Beast (Gatherer), forest walker, #App: 3d6, Treasure: None

STR 12, DEX 6, END 12, INT 1, INS 9, PAC 9; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 1, Scout 1, Survival 0

Tusks (2d6); armor 3; speed 20m/round; Morale +2

The wild boar is a tough, hot-tempered beast that roams the forests. It is a real prize for an ambitious hunter, and a source of great fear to all but the foolhardiest of hunters.

Camel

800kg Beast (Grazer), desert walker, #App: 3d6, Treasure: None

STR 18, DEX 7, END 12, INT 0, INS 9, PAC 10; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 0, Scout 1, Survival 3

Trample (3d6); armor 1; speed 20m/action; Morale -1

The "ship of the desert", the camel is prized by desert dwellers as a beast of burden and provider of wool and milk.

Cat, Great, Lion

200kg Beast (Hijacker), plains walker, #App: 1d6, Treasure: None

STR 14, DEX 10, END 11, INT 0, INS 10, PAC 7; Stamina/Lifeblood 12/24

Athletics 1, Melee Combat 3, Scout 1, Sneak 1, Survival 0

Claws (2d6), Teeth (3d6); armor 1; speed 20m/action; Morale +1

The "King of the Jungle", this massive great cat actually rules the savannah and plains with majestic might.

Cat, Great, Mountain Lion

50kg Beast (Pouncer), plains walker, #App: 1 or 2, Treasure: None

STR 8, DEX 12, END 9, INT 0, INA 10, PAC 1; Stamina/Lifeblood 10/20

Athletics 1, Melee Combat 1, Scout 1, Sneak 1, Survival 0

Claws (2d6), Teeth (2d6); armor 1; speed 20m/round; Morale +0

The mountain lion, also known as a puma or cougar, is a large feline nocturnal predator.

Cat, Great, Panther

50kg Beast (Pouncer), plains walker, #App: 1 or 2, Treasure: None

STR 9, DEX 11, END 8, INT 0, INS 10, PAC 1; Stamina/Lifeblood 9/18

Athletics 1, Melee Combat 1, Scout 1, Sneak 1, Survival 0

Claws (2d6), Teeth (2d6); armor 1; speed 20m/round; Morale +0

The panther, also known as a leopard, is the lion's smaller relative and an apex predator on its own right.

Cat, Great, Smilodon

200kg Beast (Pouncer), plains walker, #App: 1d6, Treasure: None

STR 15, DEX 7, END 12, INT 0, INS 10, PAC 3; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 3, Scout 1, Sneak 1, Survival 0

Claws (3d6), Teeth (4d6); armor 2; speed 20m/round; Morale +1

A prehistoric great cat, the Smilodon was (probably) a pack hunter similar to lions. It preyed upon the great beasts of its day, including mammoths.

Cat, Great, Tiger

200kg Beast (Pouncer), plains walker, #App: 1 or 2, Treasure: None

STR 14, DEX 10, END 13, INT 0, INS 10, PAC 1; Stamina/Lifeblood 14/28

Athletics 1, Melee Combat 3, Scout 1, Sneak 1, Survival 0

Claws (3d6), Teeth (3d6); armor 1; speed 20m/round; Morale +1

The heaviest of the great cats, the tiger is as deadly as it is beautiful, the ultimate apex predator of the forest.

Cockroach, Giant

12kg Beast (Reducer), subterranean walker and flier, #App: 3d6, Treasure: None

STR 3, DEX 7, END 4, INT 0, INS 7, PAC 10; Stamina/Lifeblood 4/8

Athletics 0, Melee Combat 0, Scout 0, Sneak 1, Survival 1

Mandibles (1d6); armor 1; walk 10m/action; fly 30m/action; Morale -2

As large as it is disgusting, this insect monstrosity favors cesspits and trash heaps.

- Immune to disease. Gains Advantage to resist poison.

Crocodile

400kg Beast (Killer), riverbank swimmer/walker, #App: 1d6, Treasure: None

STR 16, DEX 9, END 16, INT 0, INS 10, PAC 3; Stamina/Lifeblood 17/34

Athletics 1, Melee Combat 2, Scout 1, Sneak 2, Survival 0

Teeth (3d6); armor 5; swim/walk 10m/action; Morale -1

This modern relative of the dinosaurs is an aquatic horror: a born predator superior to other extant reptiles in its stamina and strength.

Demons

Demons are powerful creatures of the Outer Dark. They possess a malign intelligence and are bent on bringing destruction and suffering to mortals. Demons come in a wide variety of shapes and with varying special abilities: when summoning a demon, first choose the demon type. Afterwards generate its abilities, as dictated by its type (see below), from the following random table.

Demonic Powers

d66	Power
11	The demon's attack is acidic and can destroy non-magical armor or clothing with a successful hit. A non-magical weapon striking the demon dissolves immediately after dealing damage. Magical arms and armor throw 6+ when coming into contact with the acid; if they fail, they dissolve as well.
12	The demon is surrounded by a horrid aura with the radius of 3m, dealing 1d6 damage per round to surrounding creatures.
13	The demon can go berserk! This provides a +1 modifier to hit. The demon is immune to fear and it gain Advantage to Morale rolls.
14	The demon possesses a breath weapon, usable 3 times a day, that causes 3d6 fire damage to all within a 10m long, 5m wide cone emanating from its mouth or other frontal orifice. Targets may throw DEX 8+ to suffer half damage (rounded down).
15	The demon may charge its target: this grants Advantage to hit and +1d6 to damage. However, during the round in which the demon charges, attacks against the demon gain Advantage to hit.
16	The demon may mentally enslave victims 3 times a day. The target must throw INT 8+ or be **enthralled** by the demon (as per the spell) for 1d6 hours.
21	The demon can heal itself by dealing damage with its bite attack: for every 2 points of damage (rounded up) caused by the demon's bite, it heals 1 point of its own injuries to Stamina or Lifeblood.
22	If flying at a 10m or higher height above ground, the demon may perform dive attacks, causing +2d6 damage. The demon may also grab creatures smaller than itself and fly away with them, unless they succeed in a DEX 8+ or STR 8+ throw.
23	Victims hit by the demon's claws are grappled: they are helpless until they succeed in an opposed STR throw (one throw allowed per round) to free themselves.
24	Throw 1d6: 1-2 – the demon is immune to fire; 3-4 – the demon is immune to cold; 5 – the demon is immune to electricity; 6 – the demon is immune to mind-affecting magic.
25	The demon is incorporeal and thus weightless, formless, and unable to interact with physical objects except for by its attack and special abilities. It may pass through walls. If not originally immune to mundane and silver weapons, it also gains such immunity.
26	The demon can transform its victims into others of its own wretched kind. Creatures slain by the demon will rise as demons of its kind.

Demonic Powers - Cont.

d66	Power
31	The demon always acts first in a combat round, regardless of any initiative throw.
32	The demon is naturally invisible. It may act as it wishes, including attacking, without becoming visible.
33	The demon gains Advantage when resisting hostile magic. This bonus is cumulative with any inherent magic resistance bonus the demon already possesses.
34	Victims of the demon's bite attack must throw END 8+ or be paralyzed for 1d6 rounds.
35	The demon is venomous. Its bite delivers a potent poison: virulence 10+, damage 2d6.
36	The demon regenerates 2d6 damage per round, and may reattach severed limbs, unless damaged by fire or acid.
41	The demon is difficult to notice, gaining Advantage to surprise rolls and has the Sneak 3 skill.
42	The demon may swallow its victim whole if it hits its victim with an Effect of +4 or better. A swallowed victim takes damage equal to that of the demon's bite per round, until the demon is killed, or the victim dies.
43	Double the demon's movement speed.
44	Any being that sees the demon must throw INT 8+ or be paralyzed with dread. This effect ends when the demon leaves the victim's line of sight, or one round after the demon engages in combat.
45	Increase the demon's armor by 5 points.
46	The demon may use a trample attack in lieu of its other natural attacks (claws, teeth, horns), causing damage equal to all its natural attacks at once. The demon’s trample attack gains Advantage to hit human-sized targets.
51	The demon may teleport 10m in any direction, at will, once per round. This does not require an action.
52	The demon emits a nauseating aura. Any creature coming within a 10m radius of the demon must throw END 8+ or be nauseated. Nauseated creatures suffer a -2 penalty to all actions and only have one Action per round.

Demonic Powers - Cont.

d66	Power
53	As an action, the demon may animate a dead body to fight for it as a skeleton or a zombie. There is no limit to how many such undead the demon may control in a round. The body crumbles to dust within 1d6 turns.
54	As an action, the demon may cause one dead body within 10m to explode in fire, cause 2d6 damage to all creatures within 3m of the body.
55	As an action, the demon may instill temporary madness in a victim. The victim must throw INT 8+ or become insane for 2d6 rounds; an insane victim must throw 1d6 every round; on 1-3, they may not act; on 4-5, they must attack the nearest enemy; on 6, they must attack their nearest ally.
56	When the demon is slain, throw INT 10+ using the demon's INT DM. If successful, it re-forms by sheer willpower! Demons may do so multiple times until they fail the INT 10+ throw, in which case they perish.
61	The demon may possess a target. The target must throw INT 8+ or be possessed and controlled by the demon. The target may attempt another INT 8+ throw once a week to cast off the possession. An **exorcism** spell will force the demon to leave the possessed victim's body immediately. A demon may only possess one victim at a time.
62	Possession, as above.
63	Possession, as above.
64	Possession, as above.
65	Possession, as above.
66	The demon has a unique power, at the Referee's discretion.

Demon, Demon Spawn

50kg Outsider, extraplanar flyer #App: 1, Treasure: None

STR 6, DEX 6, END 6, INT 7, EDU 7, SOC 0; Stamina/Lifeblood 7/14

Athletics 1, Melee Combat 1, Scout 1, Survival 1

Claws (1d6), maw (2d6); armor 1; flies 10m/action; Morale +0

Demon spawn are wretched underlings of the demonic spheres, foot soldiers of horror and corruption.

- Immune to poison and disease.
- The Demon Spawn possesses one special ability.

Demon, Dybbuk

100kg Outsider, extraplanar flyer #App: 1, Treasure: None

STR 11, DEX 11, END 11, INT 10, EDU 10, SOC 0; Stamina/Lifeblood 12/24

Athletics 1, Melee Combat 2, Sorcery 2 Scout 1, Survival 1, Tactics 1

Claws (3d6), maw (3d6); armor 5; flies 20m/action; Morale +1

The dybbuk is only one rank below a fiend – a captain of hell!

- Immune to all weapons except for magical or silvered weapons
- Immune to poison and disease.
- Knows 1d6 spells. In addition to using them itself, it may also teach them to its mortal allies or summoners.
- Enjoys an Advantage to resist hostile magic.
- The Dybbuk possesses three special abilities, per the table above.

Demon, Fiend

100kg Outsider, extraplanar flyer #App: 1, Treasure: None

STR 18, DEX 12, END 18, INT 12, EDU 10, SOC 0; Stamina/Lifeblood 20/40

Athletics 2, Sorcery 3, Melee Combat 2, Scout 2, Sneak 2, Tactics 2

Claws (3d6), maw (4d6); armor 9; flies 20m/action; Morale +2

Fiends are the mightiest of demons, a scourge upon the earth: princes of destruction and corruption.

- Immune to all weapons except for magical weapons
- Immune to poison and disease.
- Knows 2d6 spells. In addition to using them itself, it may also teach them to its mortal allies or summoners.
- Enjoys Advantage to resist hostile magic.
- The Fiend possesses four special abilities, per the table above.

Demon, Hellion

100kg Outsider, extraplanar flyer #App: 1 Treasure: None

STR 11, DEX 11, END 11, INT 10, EDU 10, SOC 0; Stamina/Lifeblood 12/24

Athletics 1, Melee Combat 2, Sorcery 1 Scout 1, Survival 1, Tactics 1

Claws (2d6), maw (3d6); armor 5; flies 20m/action; Morale +0

The hellion is a mighty demon, a horror to behold.

- Immune to all weapons except for magical or silvered weapons
- Immune to poison and disease.
- Knows 1d6 spells. In addition to using them itself, it may also teach them to its mortal allies or summoners.
- Enjoys an Advantage to resist hostile magic.
- The Hellion possesses two special abilities, per the table above.

Demon, Imp

50kg Outsider, extraplanar flyer #App: 1, Treasure: None

STR 7, DEX 8, END 9, INT 7, EDU 9, SOC 0; Stamina/Lifeblood 10/20

Athletics 1, Melee Combat 1, Scout 1, Survival 1, Tactics 1

Claws (2d6), maw (2d6); armor 3; flies 20m/action; Morale +0

The Imp is a relatively weak demon, though mightier than its Demon Spawn brethren.

- Immune to poison and disease.
- The Imp possesses two special abilities, per the table above.

Dinosaur, Ankylosaurus

5000kg Beast (Grazer), forest walker, #App: 2d6, Treasure: None

STR 20, DEX 2, END 20, INT 0, INS 7, PAC 8; Stamina/Lifeblood 22/44

Athletics 2, Melee Combat 0, Scout 0, Survival 1

Trample (3d6), Tail bludgeon (4d6); armor 7; speed 10m/action

The ankylosaurus is an armored herbivore that feeds mainly on pine trees. It can grow up to 6m in length. Occasionally, an ankylosaurus will eat herbs that will cause it to be deranged and go on a rampage.

Dinosaur, Deinonychus

50kg Beast (Chaser), plains walker, #App: 1d6+4, Treasure: None

STR 9, DEX 16, END 9, INT 1, INS 9, PAC 8; Stamina/Lifeblood 11/22

Athletics 2, Melee Combat 2, Survival 0, Scout 0, Tactics 1

Claws (2d6), teeth (2d6); armor 1; speed 30m/action; Morale +1

Often confused with the much smaller velociraptor, the deinonychus is a medium-sized carnivorous theropod dinosaur. It grows up to 3 meters in length, and about 2m in height. Deinonychus is a pack hunter with a keen mind and instincts as sharp as its claws. The pack will use sophisticated hunting tactics to bring down prey.

Dinosaur, Edmontosaurus

3200kg Beast (Grazer), plains walker, #App: 3d6+10, Treasure: None

STR 25, DEX 6, END 25, INT 0, INS 7, PAC 12; Stamina/Lifeblood 27/54

Athletics 2, Melee Combat 0, Scout 0, Survival 1

Trample (2d6); armor 2; speed 30m/action; Morale -1

A herbivorous dinosaur that travels in mighty herds, the Edmontosaurus sometimes serves as a riding beast for barbarian tribes, depending on the locale.

Dinosaur, Triceratops

10000kg Beast (Intermittent), plains walker #App: 3d6, Treasure: None

STR 25, DEX 5, END 25, INT 0, INS 7, PAC 10; Stamina/Lifeblood 26/52

Athletics 1, Melee Combat 0, Scout 0, Survival 1

Trample (3d6), horns (4d6); Armor 5; speed 10m/action; Morale +0

The mighty triceratops is a medium-sized (for a dinosaur, that is) herbivore, sometimes tamed by barbarian tribes as a beast of burden.

Dinosaur, Tyrannosaurus Rex

15000kg Beast (Hijacker), plains walker, #App: 1, Treasure: None

STR 25, DEX 7, END 25, INT 0, INS 7, PAC 10; Stamina/Lifeblood 25/50

Athletics 0, Melee Combat 3, Scout 1, Survival 1

Bite (5d6); armor 4; speed 20m/action; Morale DM+2

The king of the reptiles! The tyrannosaurus rex is the apex predator of the prehistoric steppes, and a true horror to behold.

Dinosaur, Velociraptor

12kg Beast (Chaser), plains walker, #App: 3d6 Treasure: None

STR 3, DEX 10, END 3, INT 1, INS 9, PAC 10; Stamina/Lifeblood 5/10

Athletics 2, Melee Combat 1, Tactics 1

Claws (1d6), teeth (1d6); armor 0; speed 30m/action; Morale -1

The velociraptor is a small, nimble, feathered predatory dinosaur. It survives by chasing down prey across the prehistoric savannahs. What it lacks in size it makes up for in intelligence and hunting tactics. A pack of velociraptors can be the bane of many much larger creatures.

Djinn

0kg Outsider, extraplanar flyer, #App: 1, Treasure: None

STR 16, DEX 11, END 16, INT 10, EDU 10, SOC 0; Stamina/Lifeblood 18/36

Athletics 1, Sorcery 2, Melee Combat 1, Scout 1, Survival 1

Special attack; armor 0; flies 20m/action; Morale +4

The djinn are elemental spirits of the Winds. They are famous for their might and guile.

- Immune to non-magical weapons.
- Immune to poison and disease.
- Knows 2d6 spells. In addition to using them, a djinn may also teach spells to its mortal allies or summoners.
- Can create food and water of high quality, enough to sustain 2d6 persons per day.
- Can become invisible at will.
- Whirlwind: may create a whirlwind around itself at will. Anyone within 2m range must throw DEX 8+ to remain standing. Regardless, anyone within the 2m radius takes 1d6 damage.

Dog, Hunting

25kg Beast (Chaser), forest walker, #App: 2d6, Treasure: None

STR 3, DEX 10, END 3, INT 0, INS 10, PAC 7; Stamina/Lifeblood 4/8

Athletics-1, Melee Combat-1, Scout-3, Survival-3, Tactics-1

Bite (1d6); armor 0; speed 30m/action; Morale +0

The hunting dog is a lean, fast hound, bred to chase and catch prey.

Dog, War

50kg Beast (Chaser), forest walker, #App: 2d6, Treasure: None

STR 11, DEX 7, END 10, INT 0, INS 8, PAC 7; Stamina/Lifeblood 11/22

Athletics 1, Melee Combat 2, Scout 1, Survival 1, Tactics 0

Bite (2d6); armor 1; speed 20m/action; Morale +2

A massive dog bred for combat, capable of bringing down much larger creatures. Many consider war dogs to be an adventurer's best friend.

Doppelganger

100kg Humanoid, urban walker, #App: 1, Treasure: Small

STR 9, DEX 7, END 9, INT 9, EDU 9, SOC 0; Stamina/Lifeblood: 9/18

Athletics 0, Deception 2, Melee Combat 1, Scout 1, Sneak 2, Survival 0

Claws (1d6) or by weapon; armor 0 or as worn; speed 10m/action; Moral +2

The doppelganger is an intelligent shapeshifting monster capable of replacing and mimicking persons for its own nefarious and murderous purposes.

- Can change shape into another creature within 1d6 rounds. Requires an INT 10+ throw to detect.

Dragon

10000kg Beast (Killer), mountains flyer #App: 1, Treasure: Hoard

STR 30, DEX 9, END 30, INT 15, EDU 15, SOC 0; Stamina/Lifeblood 31/62

Athletics 1, Sorcery 3, Melee Combat 3, Scout 1, Survival 0, Tactics 1

Teeth (4d6), claws (3d6); armor 8; fly 30m/action; Morale +2

The majestic dragon is one of the greatest monsters of legend, a fire-breathing reptile of great size and even greater greed.

- 3 times a day a dragon may breathe fire, causing 5d6 fire damage to all within a 10m long, 5m wide cone emanating from its mouth. Victims may throw DEX 8+ to only suffer half damage (rounded down). A dragon's fire has an AV 4d6 rating vs. vehicles and may set them ablaze as described in the Combat chapter.
- Knows 2d6 spells. In addition to using them itself, it may also teach them to its mortal allies. Dragons are immune to Corruption from spellcasting.

Drake

400kg Beast (Killer), mountain flyer, #App: 1d,6Treasure: Incidental

STR 16, DEX 9, END 16, INT 1, INS 10, PAC 3; Stamina/Lifeblood 17/34

Athletics 1, Melee Combat 2, Scout 1, Survival 1

Teeth (3d6), claws (2d6); armor 6; fly 30m/action; Morale +0

Often mistakenly called a "dragon" by villagers, the drake is a non-sentient relative of true dragons. It is still capable of breathing fire. A few young knights have made their names bragging about slaying a dragon, when they only killed a drake.

- 3 times a day may breathe fire, causing 3d6 fire damage to all within a 10m long, 5m wide cone emanating from its mouth. Victims may throw DEX 8+ to only suffer half damage (rounded down). A drake's fire has an AV 2d6 rating vs. vehicles and may set them ablaze as described in the Combat chapter.

Elemental, Air

0kg Outsider, urban flyer, #App: 1, Treasure: None

STR 14, DEX 14, END 14, INT 1, INS 9, PAC 0; Stamina/Lifeblood 15/30

Athletics 1, Melee Combat 1, Scout 1, Tactics 1

Special (see below); armor 0; fly 30m/action; Morale +4

An air elemental is an extraplanar exemplar of the Classic Element of Air. It appears as a twirling air mass, crackling with electricity.

- Immune to non-magical weapons.
- Once per round, using one action, the air elemental may form a whirlwind, causing 2d6 damage to any creature within 3m of the elemental. Everyone within 3m is knocked down unless they can make a DEX 10+ throw.

Elemental, Earth

0kg Outsider, urban walker, #App: 1, Treasure: None

STR 20, DEX 3, END 20, INT 1, INS 9, PAC 0; Stamina/Lifeblood: 23/46

Athletics 3, Melee Combat 2, Scout 1, Tactics 1

Crush (4d6); armor 5; walk 5m/action; Morale +4

An earth elemental is an extraplanar exemplar of the Classic Element of Earth. It appears as a massive humanoid made of rock and soil.

- Immune to non-magical weapons.

Elemental, Fire

0kg Outsider, urban flyer, #App: 1, Treasure: None

STR 14, DEX 14, END 14, INT 1, INS 9, PAC 0; Stamina/Lifeblood: 15/30

Athletics 1, Melee Combat 1, Scout 1, Tactics 1

Fire lash (2d6); armor 0; fly 10m/action; Morale +4

A fire elemental is an extraplanar exemplar of the Classic Element of Fire. It appears as a mass of flames and smoke forming a vaguely humanoid form.

- Immune to non-magical weapons.
- Once per round, using one action, the fire elemental may generate a firestorm, causing 2d6 fire damage to any creature within 2m range.

Elemental, Water

0kg Outsider, ocean, river, or lake swimmer, I9M190 #App: 1 Treasure: None

STR 14, DEX 14, END 14, INT 1, INS 9, PAC 0; Stamina/Lifeblood: 15/30

Athletics 1, Melee Combat 1, Scout 1, Tactics 1

Water jet (3d6); armor 0; swim 20m/action; Morale +4

A water elemental is an extraplanar exemplar of the Classic Element of Water. It appears as a standing wave of water with a vaguely humanoid form.

- Immune to non-magical weapons.
- The water elemental may, as an action, try to draw its victims underwater and drown them. Treat this as a grapple (see the Combat chapter) which causes 1d6 damage per round the victim is held by the elemental. The elemental may grapple up to two creatures at a time in this manner.

Elephant

3,200kg Beast (Intermittent), plains or forest walker, #App: 3d6, Treasure: None

STR 30, DEX 4, END 30, INT 2, INS 14, PAC 10; Stamina/Lifeblood: 33/66

Athletics 3, Melee Combat 1, Scout 0, Survival 1, Tactics 0

Trample (3d6), tusks (2d6+3); armor 3; walk 10m/action; Morale +0

A majestic mammal, the elephant rules the forest or savannah. Even great cats are wary of attacking a herd of elephants, unless they manage to separate one from its herd.

Fish, Carnivorous

1kg Beast (Killer), river, lake, or ocean swimmer, #App: 4d6, Treasure: None

STR 1, DEX 5, END 1, INT 0, INS 7, PAC 12; Stamina/Lifeblood 2/4

Athletics 1, Melee Combat 1, Scout 1, Survival 0

Teeth (1 damage); armor 0; swim 10m/action; Morale +0

This entry represents small, nasty fish stalking the ocean for prey. Individually, they are a negligible threat to adventurers. However, a school of these fish is bad news even for the toughest heroes.

Ghost

0kg Undead, urban flyer, #App: 1, Treasure: Small

STR 0, DEX 0, END 12; INT 0, END 9, SOC 0; Stamina/Lifeblood 12/24

Athletic 0, Melee Combat 0, Scout 3, Sneak 3, Tactics 1

Special attack; armor 0; flying speed 10m/action; Morale +4

Ghosts are incorporeal spirits of the dead. They often haunt the places related to their death, such as a cemetery, gallows, battlefield, or an abandoned location.

- Undead: immune to poison, disease, and suffocation.
- Incorporeal: immune to non-silver, non-magical weapons.
- Immune to mind-affecting magic.
- The ghost may possess a target. The target must throw INT 8+ or be possessed and controlled by the ghost. The target may attempt another INT 8+ throw once a week to end the possession. The Exorcism spell will remove the ghost immediately and force it to leave the victim's body. A ghost may only possess one victim at a time.
- Ghosts always haunt for a reason: be it murder, unjust execution, or improper burial. Without remedying this reason, a defeated ghost will reappear within 3d6 nights. Exorcism, however, will permanently remove a ghost from its haunt and sent its spirit straight to Hell.

Ghoul

100kg Undead, urban walker, #App: 2d6, Treasure: Small

STR 9, DEX 8, END 9, INT 3, EDU 3, SOC 0; Stamina/Lifeblood 10/20

Athletics 1, Melee Combat 1, Scout 2, Tactics 1, Survival 1

Claws (1d6), Bite (2d6); armor 1; walks 10m/action; Morale +1

The ghoul is a predatory undead being, a walking, hungry, corpse. It seeks to feast on the flesh of the living and transform their victims into more ghouls.

- Undead: immune to poison, disease, and suffocation.
- Only takes half damage (rounded down) from non-silver, non-magical weapons.
- A character bitten by a ghoul must throw END 8+ or be paralyzed for 1d6 rounds.
- A creature slain by a ghoul will rise as a ghoul the following midnight, unless its body is cremated.

Giant

500kg Humanoid, mountains walker, #App: 1d6, Treasure: Small

STR 18, DEX 6, END 15, INT 4, EDU 2, SOC 3; Stamina/Lifeblood 16/32

Athletics 1, Battle 1, Melee Combat 2, Scout 1, Survival 1

Fists (2d6+4 with STR bonus), or Maul (4d6+4 with STR bonus, one-handed); armor 4; speed 15m/action; Morale -1

A hairy, smelly, brutish 4m-5m tall humanoid that lives in the hills and wilds. Giants are not terribly bright.

Goblin

50kg Humanoid, mountains walker, #App: 4d6, Treasure: Small

STR 6, DEX 7, END 6, INT 8, EDU 4, SOC 2; Stamina/Lifeblood 7/14

Athletics 1, Battle 0, Deception 1, Melee Combat 1, Scout 1, Sneak 2, Survival 1

Swords (2d6), Bows (2d6); armor 3; speed 10m/action; Morale -1

Small (70-100cm tall) green-skinned humanoids that live as bandits and scavengers in human lands. They have their own tribes and civilizations in wilder environs. Goblins are excellent at ambushes, and should never be underestimated.

- If encountered in the wilderness, Goblins might have 2d6 dire wolves which they ride as mounts.
- A group of goblins encountered in a dungeon might have a Large treasure in a lair nearby, and only Incidental treasure on them.

Golem

150kg Construct, walker, #App: 1, Treasure: None

STR 18, DEX 8, END 16, INT 0, EDU 0, SOC 0; Stamina/Lifeblood 18/36

Athletics 2, Battle 2, Melee Combat 2

Fist (2d6+4); armor 5; speed 10m/action; Morale N/A

A 2-3m tall humanoid construct created out of clay or stone. They serve their creators until such time as they inevitably rebel.

- Can only be damaged by magical weapons. Unharmed by fire or cold.

Gorilla

150kg Beast (Intermittent), mountains walker, #App: 3d6, Treasure: None

STR 16, DEX 7, END 10, INT 2, INS 10, PAC 10; Stamina/Lifeblood 11/22

Athletics 1, Melee Combat 1, Scout 1, Sneak 1, Survival 1

Fists (1d6+2), Teeth (2d6+2); armor 3; speed 10m/action; Morale -1

The gorilla is a large herbivorous ape, native to mountain jungles. Despite their powerful build, gorillas are not particularly aggressive, unlike some of their smaller relatives such as chimpanzees.

Green Slime

100kg Beast (Reducer), subterranean crawler, #App: 1, Treasure: None

STR 10, DEX 5, END 10, INT 0, INS 7, PAC 0; Stamina/Lifeblood 10/20

Athletics 0, Melee 0, Scout 0, Survival 0

Special attack; armor 0; speed 1.5m/action; Morale: automatic success

This mobile viscous green slime feeds on plants, animals, and metals, including weapons and armor. Green slime cannot dissolve stone. The slime will typically lurk on a ceiling or other high place, then drop upon an unsuspecting victim and attempt to engulf it.

- The victim of dropping green slime must throw DEX 8+ or be engulfed.
- The slime will completely digest an engulfed creature within 2d6 rounds. No magic can bring back a digested creature or its possessions.
- The slime is immune to all non-magical weapons but suffers double damage from any source of fire; even a lit torch will cause it 2d6 damage per attack. The engulfed victim, however, also suffers from such fire damage: victims take half the fire damage the slime takes (rounded up).
- A Restoration spell will immediately remove the slime from its victim.
- Immune to mind-affecting spells.

Grey Ooze

400kg Beast (Reducer), subterranean crawler, #App: 1, Treasure: None

STR 10, DEX 7, END 10, INT 0, INS 8, PAC 0; Stamina/Lifeblood 10/20

Athletics 0, Melee Combat 1, Scout 0, Survival 0

Pseudopod 2d6; armor 0; speed 1.5m/action; Morale: automatic success

The grey ooze resembles a 3m-wide pool of grey liquid. It attacks by slashing at its victims with its acidic pseudopods.

- Destroys non-magical clothes and armor upon a successful hit. Any non-magical weapon striking the ooze dissolves after dealing damage. For magical arms and armor, throw 6+; on failure, they dissolve as well.
- Enjoys a +2 bonus to surprise throws thanks to its excellent

camouflage: it appears as a damp stone surface.

- Immune to mind-affecting spells.

Hell Hound

50kg Beast (Chaser), urban walker, #App: 1d6, Treasure: None

STR 8, DEX 8, END 8, INT 2, INS 9, PAC 3; Stamina/Lifeblood 9/18

Athletics 1, Melee Combat 1, Scout 0, Survival 1, Tactics 1

Teeth (2d6+2); armor 3; speed 30m/action; Morale +2

A canine monstrosity born in the fires of hell, the hellhound is a vicious and cruel hunter. Sorcerers often summon hell hounds to do their dark bidding.

- Three times a day, the hell hound may breathe fire, dealing 2d6 fire damage to all targets within a 10m long, 3m wide cone.

Horse

800kg Beast (Grazer), plains walker, #App: 3d6, Treasure: None

STR 16, DEX 10, END 16, INT 0, INS 9, PAC 10; Stamina/Lifeblood 19/38

Athletics 3, Melee Combat 0, Scout 1, Survival 2

Trample (3d6); armor 1; speed 40m/action; Morale -1 (+2 for a war horse)

A trusty mount, the horse is a common beast of burden, work, and war.

Hydra

3200kg Beast (Killer), mountains walker #App: 1, Treasure: Hoard

STR 20, DEX 4, END 20, INT 5, INS 12, PAC 0; Stamina/Lifeblood 21/42

Athletics 1, Melee Combat 2, Scout 1, Survival 0, Tactics 0

8x Teeth (3d6); armor 7; walk 10m/action; Morale +2

The hydra is a reptilian beast with eight heads, each with its own vicious maw and voracious appetite. It possesses the uncanny ability to regenerate its heads, making it an almost invincible enemy.

- The hydra attacks once per head, per round. Every time it suffers a full 6 points of damage, however, it loses a head, and thus an attack. It dies when it loses all eight heads.
- However, after losing a head, a hydra will grow two heads within 1d6 rounds. The maximum number of heads a hydra may have at any given time is twelve. The only way to prevent new heads from growing is to cauterize the severed head's stump with fire or acid before it regrows.

Insect Swarm

25kg Beast (Reducer), plains walker or flyer, #App: 1, Treasure: None

STR 5, DEX 12, END 5, INT 0, INS 7, PAC 0; Stamina/Lifeblood 3/9

Athletics 3, Melee Combat 0, Scout 0, Tactics 0, Survival 1

Special (see below); armor 1; crawl or fly 10m/action; Morale +3

An insect swarm is a special type of monster representing a huge mass of insects, such as wasps, locusts, or cockroaches acting as one unit. The swarm typically occupies a space of 3m by 3m but may expand or shrink as conditions dictate.

Swarms do not need to roll to hit. They automatically cause 1 point of damage per round to characters engulfed by the swarm. A character who fleets from the swarm will require 2 more rounds to drive away the swarm's remnants and swat insects, during which they will continue to suffer damage. If the character damaged the swarm, it will chase the character.

- The swarm causes double damage to unarmored characters.
- Swarms are immune to regular damage. They are only damaged by fire (a successful hit with a torch causes 1d6 damage to a swarm) or any fire, gas, or ice magical area effects, which automatically dissipate the swarm.

Leech, Giant

25kg Beast (Trapper), swamp swimmer, #App: 1d6, Treasure: None

STR 5, DEX 5, END 7, INT 0, INS 5, PAC 5; Stamina/Lifeblood 8/16

Athletics 1, Melee Combat 1, Scout 0, Survival 1, Tactics 0

Mouth parts (1d6); armor 1; swim 10m/action; Morale +2

A giant parasitic worm native to swamps and other bodies of stagnant water.

- Upon a successful attack, the leech immediately grapples its victim. The victim may try to break the grapple on the next round, or any subsequent round, but the leech enjoys a +1 bonus to grapple throws. Each round it grapples a victim, the leech automatically causes 1d6 damage via blood drain to its opponent.

Lizardfolk, Savage

100kg Humanoid, swamp walker and swimmer, #App: 1d6+3, Treasure: Small

STR 9, DEX 6, END 9, INT 5, EDU 3, SOC 0; Stamina/Lifeblood 10/20

Athletics 1, Battle 1, Melee Combat 1, Scout 2, Sneak 1, Survival 2,

Claws (1d6), Bite (1d6) or by weapon; Armor 2 or by worn armor; walk of swim 10m/action; Morale +1

Savage lizardfolk, unlike their more civilized relatives, are a menace to anyone invading their swamps or otherwise living around them.

- Lizardfolk may hold their breath for one turn (10 minutes).
- In swamp or jungle environments, lizardfolk gain Advantage to Sneak, Scout, and surprise thanks to their adaptive coloration.

Lizard, Giant

800kg Beast (Hunter), desert walker, #App: 1d6, Treasure: None

STR 16, DEX 5, END 15, INT 0, INS 9, PAC 3; Stamina/Lifeblood 18/36

Athletics 3, Melee Combat 2, Scout 1, Survival 1

Teeth (3d6), Claws (2d6); armor 3; speed 20m/action; Morale -1

A gigantic variant of an agamid or lacertid lizard, this monstrosity stalks deserts for prey and plant material. Some giant lizards exist in warm caverns as well, and some barbaric tribes occasionally tame them as riding and war beasts.

Lizard, Komodo Dragon

100kg Beast (Pouncer), jungle walker, #App: 1d6, Treasure: None

STR 12, DEX 5, END 12, INT 1, INS 12, PAC 3; Stamina/Lifeblood 15/30

Athletics 3, Melee Combat 2, Scout 2, Survival 2, Tactics 1

Teeth (2d6); armor 2; speed 10m/action; Morale +0

The Komodo dragon is a large venomous lizard that stalks prey on jungle islands. It is highly intelligent and capable of complex hunting tactics. Its preferred hunting method is to envenom its prey, retreat, and wait for the venom to kill the hapless victim.

- Venom: 10+/4d6 delivered by bite. Takes 1d6 turns to take effect.

Lizard, Megalania

1500kg Beast (Pouncer), desert walker, #App: 1, Treasure: None

STR 15, DEX 5, END 15, INT 1, INS 12, PAC 0; Stamina/Lifeblood 18/36

Athletics 3, Melee Combat 3, Scout 2, Survival 2, Tactics 1

Teeth (4d6); armor 3; walk 10m/action; Morale +0

The Komodo dragon's enormous prehistoric relative, this massive lizard may grow up to 7m in length and has teeth as large and as sharp as swords – coupled with deadly venom.

- Venom: 10+/5D delivered by bite. Takes 1d6 turns to take effect.

Lizard, Water Monitor

12kg Beast (Hunter), river walker and swimmer, #App: 1d6, Treasure: None

STR 4, DEX 8, END 4, INT 1, INS 10, PAC 3; Stamina/Lifeblood 5/10

Athletics 1, Melee Combat 1, Scout 1, Survival 1

Teeth (1d6); armor 1; walk or swim 10m/action; Morale -2

The water monitor is a large lizard native to tropical rivers and jungles. It is quite intelligent and trainable as a pet.

Mammoth

5,000kg Beast (Intermittent), steppe walker, #App: 3d6, Treasure: None

STR 32, DEX 3, END 32, INT 2, INS 14, PAC 12; Stamina/Lifeblood 35/70

Athletics 3, Melee Combat 1, Scout 0, Survival 2, Tactics 0

Trample (3d6), tusks (3d6+1); armor 3; walk 20m/action; Morale +0

A prehistoric elephant, the mammoth is larger than modern elephants. Mammoths have large tusks and enjoy a thick coat of wool, protecting it from its frigid arctic habitat.

Mummy

50kg Undead, desert walker, #App: 1d6, Treasure: Large

STR 15, DEX 5, END 18, INT 7, EDU 10, SOC 0; Stamina/Lifeblood 19/38

Athletics 1, Melee Combat 3, Scout 1, Sneak 1, Tactics 1

Claws (2d6+2); armor 4; walks 10m/action; Morale +4

Mummified remains of ancient sorcerers and kings may walk the dead halls of their tombs, forever guarding against interlopers.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting spells.
- On a successful attack, the mummy exposes the target to a vile, wasting magical disease (9+/2d6/1 day). An infected character cannot heal or enjoy the benefits of magical healing. This is only curable by the Restoration spell.
- Immune to non-magical weapons, other than fire.
- Takes double damage from fire-based attacks. A lit torch causes 1d6 damage to mummies.

Octopus, Giant

5000kg Beast (Pouncer), ocean swimmer, #App: 1, Treasure: None

STR 20, DEX 8, END 20, INT 3, INS 15, PAC 0; Stamina/Lifeblood 22/44

Athletics 2, Melee Combat 2, Scout 2, Survival 2, Sneak 3, Tactics 1

Beak (3d6); armor 0; swim 20m/action; Morale -1

A monstrous, giant cephalopod prowling the deep seas in search of prey.

- As an action, the giant octopus may choose to grapple prey, such as adventurers. It gains Advantage to any grapple throws. The giant octopus crushes its grappled prey, causing 1d6 damage per round until the grapple is broken. A giant octopus may grapple up to 8 victims at the same time.

- The giant octopus may attack ships and boats, using its tentacles to try and capsize them. Such an attack has an AV 2d6 rating.

Ogre

300kg Humanoid, mountains walker, #App: 1d6, Treasure: Small

STR 16, DEX 8, END 14, INT 5, EDU 2, SOC 2; Stamina/Lifeblood 15/30

Athletics 1, Battle 1, Melee Combat 2, Scout 1, Survival 1

Club (2d6+3 STR bonus); armor 3; speed 10m/action; Morale -1

These 3m tall humanoids are even uglier than giants. They often dwell in caves, and prey upon travellers.

Orc

100kg Humanoid, forest & mountain walker, #App: 2d6, Treasure: Small

STR 8, DEX 7, END 8, INT 7, EDU 3, SOC 5; Stamina/Lifeblood 9/18

Athletics 1, Battle 1, Melee Combat 1, Scout 1, Survival 1

Sword (3d6) or Spear (2d6); armor 5; speed 10m/action; Morale 0

Marauding, sadistic humanoids with pig-snouted faces. They travel in small bands. This entry represents an encounter with a small patrol. A larger group can be 1d6 x10 orcs.

An orc chieftain has *STR 10, DEX 7, END 10, INT 8, EDU 3, SOC 7; Stamina/Lifeblood 12/24*

Athletics 2, Battle 2, Carouse 1, Deception 1, Liaison 2, Melee Combat 3, Scout 1, Survival 1

Great Axe (3d6+4), Spear (2d6+2); armor 6; speed 10m/action; Morale +1

Pteranodon

200kg Beast (Pouncer), mountain flyer, #App: 1d6, Treasure: None

STR 11, DEX 12, END 10, INT 0, INS 9, PAC 3; Stamina/Lifeblood 12/24.

Athletics 2, Melee Combat 1, Scout 2, Survival 1

Bite (2d6); armor 0; fly 30m/action; Morale +0

A giant winged reptile. Pteranodons have a wingspan of over 8 meters and often attack large prey, including human-sized creatures. Some barbarian tribes have tamed Pteranodons as flying mounts.

Pterodactyl

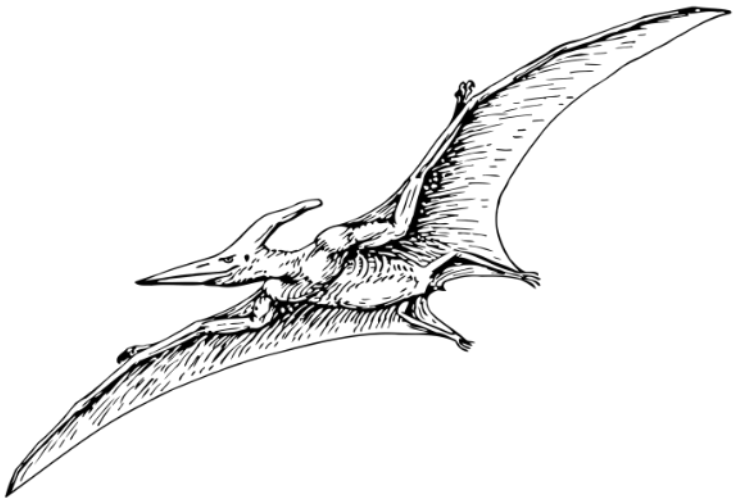
25kg Beast (Pouncer), mountain flyer, #App: 2d6, Treasure: None

STR 6, DEX 12, END 5, INT 0, INS 9, PAC 6; Stamina/Lifeblood 7/14

Athletics 2, Melee Combat 0, Scout 2, Survival 1

Bite (1d6); armor 0; fly 30m/action; Morale -1

A large, winged reptile, the pterodactyl is typically harmless to humanoids, but may attack them if it is particularly hungry.



Plesiosaur

10000kg Beast (Killer), ocean swimmer, #App: 1d6, Treasure: Incidental

STR 20, DEX 2, END 20, INT 1, INS 10, PAC 3; Stamina/Lifeblood 23/46

Athletics 3, Melee Combat 3, Scout 2, Survival 2, Tactics 1

Teeth (4d6); armor 5; swim 10m/action; Morale -1

The plesiosaur is an enormous prehistoric marine reptile, an apex predator and the terror of the Jurassic seas. The above data refer to the largest species of short-necked plesiosaurs, which could reach up to 17m in length.

- The plesiosaur may swallow its victim whole if its attack lands with an Effect of +4 or better. A swallowed victim takes damage equal to that of the plesiosaur's bite per round, until the beast is killed or the victim dies.
- Plesiosauri may, on rare occasions (or if attacked), attack ships. Their attacks have an AV rating of 3d6 against wooden ships.

Rat, Giant

25kg Beast (Reducer), urban walker, #App: 3d6, Treasure: Incidental

STR 3, DEX 8, END 3, INT 0, INS 9, PAC 10; Stamina/Lifeblood 3/6

Athletics 0, Melee Combat 0, Scout 1, Sneak 1, Survival 1

Bite (1d6); armor 1; speed 20m/action; Morale DM-2

An unusually large and utterly disgusting version of the common rat, this massive rodent infests sewers and dungeons alike.

Revenant Wizard

100kg Undead, urban walker, #App: 1, Treasure: Hoard

STR 12, DEX 9, END 20, INT 20, EDU 20, SOC 0; Stamina/Lifeblood 21/42

Athletics 1, Melee Combat 2, Scout 2, Sneak 2, Tactics 1, Sorcery 5, Survival 1

Claws (3d6), armor 3; walks 10m/action; Morale +3

An undead sorcerer of vast eldritch power, a Revenant Wizard is one of the mightiest monsters one may encounter. Strengthened beyond measure by its sorcerous might, this foul creature is also well-versed in the most powerful of spells.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting magic.
- Revenant Wizards may only be harmed by magical weapons.
- The Revenant Wizard knows 3d6+3 spells.

Rhinoceros

5,000kg Beast (Intermittent), plains walker, #App: 3d6, Treasure: None

STR 20, DEX 3, END 20, INT 0, INS 9, Pac 10; Stamina/Lifeblood 23/46

Athletics 3, Melee Combat 1, Scout 1, Survival 1

Trample (3d6), horn (3d6); armor 4; walk 20m/action; Morale -2

A large land mammal, the rhinoceros is notorious for its bad temper.

- A rhinoceros may charge at a target at least 20m away from it. A successful charge attack causes double horn and trample (both!) damage.

Roc

5000kg Beast (Hunter), mountain flyer, #App: 1 Treasure: Small

STR 18, DEX 6, END 18, INT 0, INS 9, PAC 0; Stamina/Lifeblood 19/36

Athletics 1, Melee Combat 2, Scout 1, Survival 1

Teeth (2d6), claws (3d6); armor 2; fly 30m/action; Morale +0

A roc looks like a giant eagle. It has an appetite to match. Rocs will eat anything, including livestock and humans – all are easy prey to such a majestic predator of the air.

- On a successful attack, the roc automatically grapples its victim, and may take them up into the air, and back to their nests for dinner.

Scorpion, Giant

200kg Beast (Pouncer), desert walker, #App: 1d6 Treasure: Incidental

STR 12, DEX 7, END 12, INT 0, INS 7, PAC 7; Stamina/Lifeblood 14/28

Athletics 2, Melee Combat 2, Survival 1

Claws (3d6), Stinger (2d6); armor 8; speed 10m/action; Morale +1

Giant scorpions are deadly nightmarish predators with armored carapaces and deadly stinging tails.

- Venom: 10+/2d6 delivered by tail stinger.

Shadow

0kg Undead, urban "Walker", #App: 1, Treasure: None

STR 7, DEX 10, END 7, INT 0, EDU 0, SOC 0; Stamina/Lifeblood 7/14

Athletics 0, Melee Combat 1, Scout 3, Sneak 3, Tactics 1

Life drain (2d6); armor 0; walks 10m/action; Morale +4

A shadow is a soul cursed so that only its shadow remains. It creeps along walls and floors, seemingly a shade cast by the play of darkness

and light. However, it is a malicious spirit thirsting for the life force of hapless, unsuspecting mortals.

- Undead: immune to poison, disease, and suffocation.
- Incorporeal: immune to non-magical weapons.
- Immune to mind-affecting magic.
- On a successful attack, the shadow heals itself half the damage it dealt to its victim, rounded down.
- Any creature slain by a shadow rises as a shadow the following midnight, unless its body is cremated.

Shark, Great White

1600kg Beast (Killer), ocean swimmer, #App: 1d6, Treasure: None

STR 18, DEX 9, END 18, INT 0, INS 12, PAC 3; Stamina/Lifeblood 19/38

Athletics 1, Melee Combat 2, Scout 1, Survival 0

Teeth (3d6); armor 0; swim 20m/action; Morale +0

While humans are not the natural prey of the great white shark, a hungry shark will readily attack with its monstrous teeth.

Skeleton

50kg Undead, urban walker, #App: 1d6, Treasure: None

STR 6, DEX 6, END 6, INT 0, EDU 0, SOC 0; Stamina/Lifeblood 6/12

Athletics 0, Melee Combat 0, Scout 0, Tactics 1, Survival 0

Claws (1d6) or by weapon, armor 1; walk 10m/action; Morale: automatic success

A long-dead skeleton animated by black magic or by foul curses.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting spells.
- Immune to arrows and bolts.

- Takes half damage from non-bludgeoning weapons (such as swords).

Snake, Giant Constrictor

200kg Beast (Pouncer), jungle "walker", #App: 1d6, Treasure: Incidental

STR 15, DEX 7, END 16, INT 0, INS 8, PAC 3; Stamina/Lifeblood 17/34

Athletics 1, Melee Combat 1, Scout 1, Survival 1

Teeth (2d6); armor 2; walk 10m/action; Morale -1

The giant constrictor is an enormous version of ordinary pythons or anacondas, large enough to constrict a human-sized, or even horse-sized, victim.

- Upon a successful hit, the giant constrictor automatically grapples its victim (see the Combat chapter for details). Unless the victim breaks free, it suffers 1d6 constriction damage per round. The giant constrictor gains Advantage to all grapple throws.

Snake, Venomous

3kg Beast (Pouncer), jungle "walker", #App: 1d6, Treasure: None

STR 2, DEX 7, END 2, INT 0, INS 8, PAC 3; Stamina/Lifeblood 2/4

Athletics 0, Melee Combat 1, Scout 1, Sneak 1, Survival 1

Teeth (1d6); armor 0; walk 10m/action; Morale -1

A viper, adder, or other ordinary venomous snake, possessing a lethal venomous bite. Snakes of this size feed on rodents, small mammals, and birds. They will only attack a larger creature if they are threatened or cornered.

- Venom: a 10+/3d6 toxin.

Spider, Giant

50kg Beast (Trapper), underground or forest walker, #App: 1d6, Treasure: Incidental

STR 5, DEX 12, END 5, INT 0, INS 8, PAC 5; Stamina/Lifeblood 6/12

Athletics 1, Melee Combat 1, Scout 2, Sneak 2, Survival 1, Tactics 0

Fangs (1d6+3); armor 1; walk 10m/action; Morale DM-1

A giant variant of a black widow, this arachnid is a horror to behold.

- May walk on walls and ceilings; may "rappel" down a string of web to long distances.
- Advantage to Surprise checks due to its ability to lurk anywhere.
- Webbing: Characters who fight giant spiders may get caught in their webbing. If the spider attacks from ambush, Roll DEX 8+ each round to avoid being caught in webbing. Characters who are caught in webbing cannot move and attack at -2 penalty. It requires 1d6 fire or slashing damage to free a character from a web. Characters may break free from webbing on a STR 10+ throw.
- Venom: 8+/3d6 toxin.

Toad, Giant

100kg Beast (Pouncer), swamp walker, #App: 1d6, Treasure: Incidental

STR 9, DEX 4, END 9, INT 0, INS 8, PAC 3; Stamina/Lifeblood 10/20

Athletics 1, Melee Combat 1, Scout 1, Survival 1

Teeth (2d6); armor 2; walk 10m/action; Neutral; Morale DM-1

A giant amphibian capable of swallowing quite large prey, adventurers included.

- The toad swallows its victim whole if it hits its victim with an Effect of +4 or better. A swallowed victim takes damage equal to that of the toad's bite per round, until the toad is killed, or the victim dies.

Troll

200kg Humanoid, underground walker, #App: 2d6, Treasure: Small

STR 15, DEX 8, END 10, INT 8, EDU 4, SOC 5; Stamina/Lifeblood 11/22

Athletics 1, Battle 1, Deception 1, Melee Combat 2, Scout 1, Sneak 1, Survival 1

Claws (2d6+3); armor 4; speed 10m/action; Morale 0

Tall (2m), highly intelligent, predatory humanoids with greenish, rubbery skin and an appetite for human flesh.

- Trolls can regenerate! Once per day, they may restore all their Stamina and Lifeblood. This takes 1d6 rounds and will automatically happen if the Troll is killed.

Vampire

100kg Undead, urban walker, #App: 1d6, Treasure: Large

STR 12, DEX 11, END 12, INT 12, EDU 9, SOC 0; Stamina/Lifeblood 15/30

Athletics 3, Melee Combat 2, Scout 2, Sneak 2, Tactics 2, Sorcery 2, Survival 2

Claws (2d6), Bite (3d6); armor 5; walks 10m/action, flies 10m/action; Morale +3

One of the greatest and most fearsome undead beings, the vampire is a sophisticated predatory corpse. Vampires are cursed to persist for eternity and sustain themselves on the blood of innocents, possessing inhuman fortitude.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting magic.
- Vampires may only be harmed by silver or magical weapons.
- On a successful bite attack, the vampire heals itself half as much damage (rounded down) as it has caused its victim.
- Vampires suffer 1d6 damage per round of exposure to direct

sunlight or submersion in running water.

- If confidently confronted by a holy symbol of a good deity, a mirror, or garlic, a vampire will keep a 3m distance from the offending item and will try to circumvent it with a ranged or flanking attack, or spell.
- Vampires possess 1d6 spells, chosen randomly. They do not suffer Corruption if channeling.
- Any character slain by a vampire will rise as a vampire the following midnight. The new vampire will be under the control of the vampire that killed the character. Decapitating the corpse, or driving a stake through its heart will prevent the new vampire from rising.
- Vampires may, three times a day, attempt to enthrall a target, as per the Enthrall spell. The target must throw INT 8+ to avoid the effect.
- A vampire may shape-change, at will into either a dire wolf (p.280) or a giant bat (p.239).
- Three times a day, a vampire may summon 1d6 bat swarms (treat as insect swarms) when underground or 1d6 dire wolves when above ground. The monsters will arrive within 2d6 rounds.
- Reducing a vampire's three physical characteristics to zero does not slay it. It merely forces the vampire into a gaseous form. A gaseous vampire may pass through any crack, is immune to all damage except for direct sunlight (which will slay it instantly) and will attempt to reach its coffin as soon as possible. It will reform into its corporeal form, with full characteristics, after 24 hours of rest in its coffin. Even if all its coffins are destroyed, the vampire will not be destroyed, but rather forced into gaseous form until a minion builds a new coffin for it.
- Driving a stake into a vampire's heart will paralyze it, but not destroy it. It will revive once the stake is removed.
- Decapitating a resting vampire in its coffin after its heart has been staked will destroy the monster.
- Vampires suffer 1d6 damage per round in direct sunlight.

Whale, Killer

50000kg Beast (Chaser), ocean swimmer, #App: 1d6, Treasure: None

STR 16, DEX 6, END 16, INT 2, INS 15, PAC 3; Stamina/Lifeblood 19/38

Athletics 3, Melee Combat 3, Scout 2, Survival 2, Tactics 1

Teeth (3d6); armor 3; swim 20m/action; Morale +2

The killer whale, or orca, is a large ocean mammal occupying the ecological niche of apex predator in the seas. Orcas are voracious carnivores that prey on fish, seals, or even other whales; they rarely attack humanoids, whom they do not see as prey.

Whale, Sperm

400000kg Beast (Chaser), ocean swimmer, #App: 1d6, Treasure: Incidental

STR 300, DEX 2, END 300, INT 2, INS 15, PAC 3; Stamina/Lifeblood 33/66

Athletics-3, Melee Combat-3, Scout-2, Survival-2, Tactics-0

Teeth (4d6); armor 5; swim 10m/action; Morale -1

The sperm whale is a large marine mammalian predator, capable of long stays underwater. Sperm whales and giant octopi are natural enemies – the sperm whales will aggressively prey on such deep-ocean monstrosities!

- The sperm whale may swallow its victim whole if it hits its victim with an Effect of +4 or better. A swallowed victim takes damage equal to that of the whale's bite per round, until the beast is killed, or the victim dies.
- Sperm whales may, on rare occasions (or if attacked), attack ships, having an AV rating of 3d6 against wooden ships.

Wight

100kg Undead, urban walker, #App: 1d6, Treasure: Medium

STR 12, DEX 5, END 10, INT 1, EDU 0, SOC 0; Stamina/Lifeblood 11/22

Athletics 1, Melee Combat 1, Sorcery 1, Scout 1, Sneak 1

Claws (2d6); armor 0; walks 10m/action; Morale +1

Wights are restless undead forever haunting their barrow-mounds, cursed to wander these tombs for eternity. A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human. It is a powerful undead being, so terrible that those struck by its claws might age prematurely.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting magic.
- Immune to non-silver, non-magical weapons.
- A character bitten by a wight must throw END 6+ or permanently age 1d6+2 years (which may entail Aging Table throws).
- A creature slain by a wight will rise as a wight the following midnight, unless its body is treated with Holy Water by a priest of a holy deity, or cremated.

Wolf

50kg Beast (Chaser), forest walker, #App: 2d6+3 Treasure: None

STR 7, DEX 7, END 7, INT 0, INS 9, PAC 7; Stamina/Lifeblood 8/16

Athletics 1, Melee Combat 1, Scout 1, Survival 1, Tactics 1

Bite (1d6+1); armor 1; speed 20m/action; Morale +0

A canine pack hunter and the ancestor of the hound. Wolves are persistent and cunning. Pastoral herders despise wolves, who often prey upon their herds. Nomadic hunters, on the other hand, tend to venerate wolves or even tame them as hunting or war animals.

Wolf, Dire

100kg Beast (Chaser), forest walker, #App: 1d6, Treasure: None

STR 10, DEX 6, END 10, INT 0, INS 11, PAC 4; Stamina/Lifeblood 12/24

Athletics 2, Melee Combat 2, Scout 1, Survival 1, Tactics 1

Bite (2d6); armor 2; speed 20m/action; Morale +0

These massive prehistoric wolves are more intelligent and far more vicious than their modern relatives, and hunt in smaller packs.

Wraith

0kg Undead, urban flyer, #App: 1, Treasure: Large

STR 12, DEX 12, END 12, INT 0, EDU 0, SOC 0; Stamina/Lifeblood 13/26

Athletics 1, Melee Combat 1, Sorcery 0, Scout 3, Sneak 3

Special attack; armor 0; flying speed 10m/action; Morale +4

A spectral soul of the dead haunting this world, a wraith is a sorcerous undead monster.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting magic
- Incorporeal: immune to non-silver, non-magical weapons.
- Knows 1d6 spells.
- A character bitten by a wraith must throw END 6+ or permanently age 4 years (which may entail Aging Table throws).
- A creature slain by a wraith will rise as a wraith on the next midnight, unless its body is cremated or sprayed with holy water.

Yellow Mold

100kg Beast (Reducer), subterranean crawler, #App: 1, Treasure: None

STR 12, DEX 0, END 12, INT 0, INS 8, PAC 0; Stamina/Lifeblood 12/24

Melee Combat 0, Survival 0

Acid (1d6); automatically hit if attacked; sedentary; Morale: automatic success

Yellow mold, a sessile monstrous fungus, typically covers an approximate area of 3m by 3m. It does not move or attack, but it causes 1d6 acid damage if touched.

- While all attacks automatically hit a yellow mold, it is immune to all damage except for fire damage. A torch causes it 1d6 damage, while fire-based magic or burning oil will cause their normal damage to a yellow mold.
- Every time a creature or object touches the yellow mold, throw 1d6; on 4-6, it emits a cloud of poisonous spores, filling a 3m-cubed area. Any creature caught within this cloud suffers the effect of an 8+/3d6 poison.
- Immune to mind-affecting spells.

Zombie

50kg Undead, urban walker, #App: 1d6, Treasure: None

STR 6, DEX 2, END 6, INT 0, EDU 0, SOC 0; Stamina/Lifeblood 6/12

Athletics 0, Melee Combat 0

Claws (2d6), armor 0; walk 5m/action; Morale: automatic success

A reanimated corpse, reeking with rot and shambling along. Contrary to popular belief, zombies do not crave brains. It is ghouls that crave that delicacy.

- Undead: immune to poison, disease, and suffocation.
- Immune to mind-affecting magic.

Treasure

Piles of golden coins and precious gems glimmer under torchlight. Wondrous weapons jut out at odd angles from a dragon's hoard of gold. Potions gleam in an alchemist's laboratory. In Swords and Sorcery tales, adventurers pursue treasure. Treasure may come in many forms: coins, gemstones, jewelry, or magnificent magical items, just to name a few options. This chapter presents simple rules for generating treasures belonging to monsters, or those found underground, or in other ruins. It also presents rules detailing how suitably skilled characters may brew positions, scribe scrolls, and create magical items.

Generating Treasures

The following tables for the random generation of treasures refer to the five types of treasure noted in the monster descriptions in the previous chapter. The Referee may use these tables to randomly generate treasure, modify the results as they see fit, or hand-craft treasures. We encourage the Referee to hand-craft important or famous treasures, while randomly generating more common treasures, such as those found after defeating monsters.

Monsters' treasures are usually found in their lairs. There are certain exceptions, such as those monsters who swallow enemies whole and thus may carry treasure in their bellies. Sentient monsters will use magical items in their possession to their best effect or bestow them as gifts to their most trusted minions. In case of a group of monsters, the treasure entry refers to the entire group, whose leader usually keeps it all in the group’s lair.

Treasure Size Types

Treasures come in five types:

Incidental: The treasure creatures collect by happenstance, or the treasure found on creatures otherwise uninterested in treasure, such as the remnants of swallowed adventurers in a monster's belly or remains of the dead near a giant carnivorous plant.

Small: This represents a small treasure, as sometimes hoarded by lesser sentient monsters.

Medium: A moderately-sized treasure, as occasionally found in the tombs of undead.

Large: A significant treasure, as found in the lairs of more powerful monsters.

Hoard: A treasure worthy of a king or a dragon!

When generating a treasure, entry will indicate a die throw for the amount, followed by the result on 2d6 needed for that part of a treasure to exist in the given loot. For example, when rolling a Small Treasure, roll 2d6: on a 4 or more, 1d6 x1000 Silver Pieces will be present. Roll 2d6 again for 1d3 x500 Gold on a 9 or more, 2d6 (for 5+) again for Gems, and 2d6 (for 11+) for one or two magic items. It is possible that in rare cases, monsters who are typically known to possess treasure may have none!

Treasures

Treasure Type	Silver	Gold	Gems and Jewelry	Magic Items
Incidental	1d6 x500 on a throw of 9+	1d3 x100 on a throw of 9+	1d3 Minor on a throw of 7+	1 on a throw of 12+
Small	1d6 x1000 on a throw of 4+	1d3 x500 on a throw of 9+	1d6 Minor on a throw of 5+	1d2 on a throw of 11+
Medium	1d6 x1000 on a throw of 9+	1d6 x1000 on a throw of 6+	2d6 Minor on a throw of 4+ 1d6 Major on a throw of 9+	1d6 potions on a throw of 8+; One Arcane item on a throw of 10+
Large	2d6 x1000 on a throw of 6+	1d6 x1000 on a throw of 3+	Always 2d6 Minor 1d6 Major on a throw of 6+	1d6 potions on a throw of 6+ 1d3 Arcane items on a throw of 8+.
Hoard	Always 5d6 x1000	Always 3d6 x1000	Always 1d6 Minor and 2d6 Major	1d6 potions; 1d6 Arcane items; Throw 8+ for 1 Eldritch item

Gems and Jewelry

Minor Gems and Jewelry

1d6	Value	Average	Example
1-2	4d6 gp	14gp	Azurite, hematite, malachite, bone, scrimshaw, beast parts
3	3d6x10gp	105gp	Amber, amethyst, coral, glass, shells, or wrought copper, brass, or bronze
4	2d6x100gp	700gp	Opal, star ruby, star sapphire, alabaster, chryselephantine, ivory, or wrought gold
5	3d6x100gp	1050gp	Black sapphire, diamond, emerald, carved jade or wrought platinum
6	1d6x1000gp	3500gp	Black pearl, baroque pearl, crystal geode, silver studded with turquoise, moonstone, or opal

Major Gems and Jewelry

1d6	Value	Average	Example
1-2	2d6x1000gp	7000gp	Facet cut star sapphire or star ruby, gold studded with topaz, jacinth, ruby
3	3d6x1000gp	10500gp	Flawless facet cut black sapphire or blue diamond, electrum or silver pendant with pearls
4	4d6x1000gp	14000gp	Gold or platinum with diamonds and sapphires
5	1d6x5000gp	17500gp	Gold encrusted with flawless facet cut diamonds
6	1d6x10000gp	35000gp	Platinum encrusted with flawless black sapphires or blue diamonds

Potions

Potions

1d6	1d6	Potion
1-2	1	**Arachnotrophia**: This vile draught allows the character to climb sheer vertical surfaces at their normal movement rate. They can also walk on the ceiling upside down normally. Moreover, they can spit webbing from their mouth up to 20m away: targets may avoid being entangled by rolling Dex 10+. See the description of the Giant Spider (p.275) for more information. This potion lasts for 1d6+1 turns.
	2	**Berserker**! This potion will drive the drinker into a barely contained bloodthirsty rage. They gain +2 to hit and damage on all melee attacks, as well as 3d6 bonus Stamina points. Enemies gain a +1 to hit berserkers. The rage lasts for 1d6+6 combat rounds. If no enemies remain standing, the berserker must roll INT 8+ to avoid attacking friends.
	3	**Bug Bomb**: This vial teems with insects crawling on its inside. When thrown, it shatters, releasing a swarm of insects like those created by a Creeping Doom spell, moving towards the nearest living creature and attacking it.
	4	**Choking Vial**: This vial shatters when thrown, creating a thick poisonous cloud that engulfs an area roughly 5m in radius. Everyone is subjected to a poison attack of Virulence 10+ with 2d6 damage for 5 rounds. The thrower can choose if the vial does lethal or non-lethal damage (knocking out anyone whose Stamina and Lifeblood are drained).
	5	**Clay of Molding**: When the contents of this tub are applied to an object, said object becomes soft and malleable for one turn, and can be shaped into any form desired. After one turn, the object permanently hardens into its new form. If used on a living creature, the transformed creature can dispel the effect at will, or it can be removed by using a Quell Enchantment spell.
	6	**Draught of Invisibility**: The imbiber of this potion becomes invisible for one day, or until they attack another creature.

Potions - Cont.

1d6	1d6	Potion
3-4	1	**Ironwood Bark**: When drunk, the imbiber gains 1d6+6 points of armor protection. This does not combine with any worn armor. Use the higher protection value. The imbiber moves at half speed for the potion's duration (10 rounds) and suffers a -2 penalty on any DEX throws. They gain Advantage to any END throws.
	2	**Mutagen Potion**: The imbiber mutates! Roll on the Mutation Table (p.185) and apply the mutation immediately!
	3	**Oil of Sharpness**: When applied to a mundane weapon, this oil transforms it into a magical weapon for the purposes of attacking creatures that are vulnerable to silver or magical weapons. The oil lasts for the battle. The oil can be applied to 1d6 weapons when used.
	4	**Potion of Comprehension**: The imbiber of this potion may comprehend and speak all languages for 1d6 hours.
	5	**Potion of Love**: this potion causes the imbiber to fall madly in love with the first person they see unless they make an INT 10+ roll. The effects last for 1d6+6 turns.
	6	**Potion of the Rat**: This cursed potion infects its imbiber with a disease rated at virulence 10+, damage 3d6, interval 2d6 days, as per the Pestilence spell.

Potions - Cont.

1d6	1d6	Potion
	1	**Potion of Respite**: The imbiber of this potion is healed as if they rested for 5d6 days.
	2	**Purification Potion**: This rare potion will cleanse the drinker of any poisons, diseases, curses, magical effects, and other magical and non-magical foreign impurities that are in their bodies or on their skin. This potion can be drunk up to one hour prior to coming into contact with harmful substances or magicks, but only ever works once for a given character.
	3	**Song of the Sea**: The imbiber of this potion may swim at a rate of 20m/action, breath underwater, and see up to 1km away under water. They are also able to communicate with fish and other underwater life, though they may not necessarily be treated as friends.
5-6	4	**Star Dust**: By pouring this dust into a cup of water and then drinking it, the imbiber may shoot sparks from their fingertips. The sparks act like torches and can be telepathically controlled by the drinker: they can move up to 20m/round, to a range of 100m, and can even go under water. The drinker must beware: if they are subjected to any fire damage, they take an additional 4d6 damage. The sparks last for 1d6+3 turns.
	5	**Truth Serum**: This elixir forces the drinker—and everyone within 20m of the drinker—to speak only the truth for 1d6 turns. Anyone wishing to lie must roll END 10+ to utter the lie, after which the effect is broken for everyone.
	6	**The Wolf Inside You:** When consumed, this potion transforms the drinker into a Dire Wolf (p.280). They retain their intellect and ability to speak with humans but cannot use weapons or use other equipment. They gain the speed, attributes, and bite attack of the creature, and can pass as a dire wolf among other wild animals.

Arcane Magic Items

The following magical items are wondrous and rare, but their existence and effects are known to many Artificers and Sorcerers.

Arcane Magic Items

d66	Arcane Item
11	**Accursed Sword**: The wielder of this sword takes a -3 penalty to all attack throws. Once wielded, its user must always use this sword when attacking, and if the sword is removed from their possession, they suffer a -3 penalty to all skill throws. This curse may only be lifted by an **expunge curse** spell.
12	**Assassin's Dagger**: By concentrating for a minute, the owner of this dagger can make it disappear on their person. In this state, the dagger is unusable. The dagger still exists but is undetectable by anything short of a **true seeing** spell. The dagger can be willed backinto view (and thus be used) by spending an action.
13	**Bloody Axe**: If this hand-axe hits a living target when thrown, it inflicts an additional 3d6 damage. If this results in the death of the target, the Bloody Axe is destroyed. If the Bloody Axe misses, it is not destroyed, but does not automatically return to its target. Roll 1d6: 1-4, it falls on the ground; 5-6, it is lodged in a rock or chunk of wood—a STR 10+ roll is required to retrieve it.
14	**Bow of the Hunt**: This finely crafted composite bow treats all attacks as if they were made at Effective range.
15	**Bridle of the Royal Steed**: When worn by any animal, this bridle turns the creature into a perfectly trained steed. If the creature is too small, it will grow to be the perfect size for the bridle's owner to ride. The details of how to get certain very small, or strange, creatures to get inside the bridle so that they grow to be perfect steeds is left to the Referee. The bridle will work for flying and aquatic creatures as well but does not confer any special abilities (breathing underwater, immunity from falling damage) to the rider. The Bridle's power lasts for its owner's journey and can only be used once per week.
16	**Chalice of the Mind**: When the bearer of this cup drinks from it, they gain the ability to communicate telepathically with anyone they know in a 1000km radius, for 1d6 turns.
21	**Cloak of Retributio**n: Each time the wearer of this cloak suffers damage, it grants the cloak 1d6, to a maximum of 4d6. At any point later, the wearer can discharge these accumulated dice as an attack, doing the damage to a single target within 20m. The target can roll DEX 10+ to take half damage. Vehicles take half AV damage (rounded down). The Cloak will fray to nothing after 1d3+3 uses.

Arcane Magic Items - Cont.

d66	Arcane Item
22	**Crest of the Vampire**: When worn in battle, this small brooch forces the wearer to attack without mercy: no non-lethal attacks are allowed, and no quarter can be given. Any Lifeblood damage the wearer inflicts to enemies is absorbed, effectively healing the wearer. Stamina is not regained, only Lifeblood.
23	**Crown of the Gilded Commander**: Anyone wearing this ornate crown grants a +1 Morale bonus to anyone under their command in battle. However, ordering underlings to retreat from battle before its end will require a Battle/SOC 8+ throw.
24	**Crystal Ball**: The fortune-teller's classic instrument. Three times per day, the user may look into the ball, and see any person or place they wish. If the scryer is familiar with the person or place or has an item that once belonged to the person or place, their visions will be much clearer. The crystal ball does not reveal sound, nor can the user cast spells through the crystal ball at a target they can see.
25	**Crystals of Entrapment**: These crystals disrupt the magical energies that sustain ghosts and other non-corporeal entities. When thrown at such a creature, they inflict 4d6 damage in a 5m radius. Any creature that is reduced to zero Lifeblood is trapped in the crystals for 2d6 days. When they finally escape, these creatures are not at all forgiving of those who trapped them. Usually, 1d3+3 crystals are found together.
26	**Dancing Blade**: This sword can operate independently from its wielder. By using one action, the wielder can deploy the weapon to operate on its own: it floats nearby and will attack any enemies that approach, as if on Overwatch. It can also be ordered to attack a target within 10m of the owner. The Dancing Blade has one independent action per turn. Commanding the blade once it is deployed does not expend an action.
31	**Darkstone**: When held, this small obsidian crystal casts everything in a 10m radius in complete and total darkness. No one outside the area of effect can see in, and vice versa. Within the darkened area, only the holder of the darkstone can see anything. The darkness travels with the holder and lasts for 1d3+1 turns.
32	**Drum of the Deep**: Beating this drum when on the open seas creates a wave that can inflict one critical damage result on a target vessel within view. Alternatively, beating the drum can create a current that will drive the drummer's vessel at twice normal speed for one day. Either use expends one charge. Typically, this item has 2d6 charges.

Arcane Magic Items - Cont.

d66	Arcane Item
33	**Flail of Banishing**: Any extraplanar creature – such as a demon or elemental – struck by this flail must throw INT 10+ or immediately return to its home dimension.
34	**Flaming Sword**: By uttering a command word (determined by the Referee or player) this sword's blade ignites. A lit flaming sword functions exactly as a torch, and inflicts 1d6 Fire damage in addition to its normal damage. Flaming long swords and sabers are the most common, but flaming great swords are not unknown.
35	**Flying Carpet**: A wondrous conveyance of legend! A flying carpet can carry up to four passengers and has a normal flying speed of 20m/round per action, with an Agility of 0. When not in use, the carpet will roll itself up and counts as one encumbrance item.
36	**Furious Maul**: If a character kills a target with this large, ornately carved two-handed hammer, they are immediately granted a free attack against an enemy within range.
41	**Hat of the Fool**: Upon donning this hat, the wearer gains Advantage to all Athletics throws pertaining to gymnastics, tumbling, running, and juggling. However, the wearer automatically fails Sneak checks to remain unseen and unheard. As well, the wearer of the Hat of the Fool is incapable of telling lies to anyone with a higher Social Status attribute. The wearer gets a free Hero Point every time they must tell the truth to anyone of a higher SOC.
42	**Icy Crown**: The wearer of this crown is immune to cold, both natural and magical. Additionally, once per week, the wearer may invoke an ice storm identical to the one created by the **Invoke the Frozen Wastes** spell at level 2.
43	**Lion Shaman's Mask**: Great cats treat the wearer of this mask as a friend rather than prey. They obey the mask wearer's commands and serve loyally. The effect persists until the wearer distances themselves by one kilometer or more from the great cats.
44	**Mask of Many Faces**: When donned, this plain mask allows the wearer to mimic the face of anyone they have met before. The effect lasts for one hour. The mask-wearer is instinctively able to impersonate the voice and mannerisms of their target, including the ability to speak an otherwise unknown language, but gains no meaningful incidental knowledge about their target.

Arcane Magic Items - Cont.

d66	Arcane Item
45	**Mask of the Zombie Master**: This grotesque mask permits its wearer to maintain up to 6 undead servants: either zombies or skeletons, depending on what remains are available. The undead serve the wearer indefinitely as long as they wear the mask. The undead crumble to dust once the mask is removed.
46	**Monocle of Truth**: The wearer of this monocle can see through magical deceptions: illusions, invisibility effects, magical disguises, and the like. The Monocle does not dispel non-magical sleight-of-hand tricks or well-crafted mundane disguises.
51	**The Oath Seal**: When pressed into molten wax, this seal makes any oath or promise binding between the parties involved. Anyone who breaks the oath written therein suffers 4d6 damage and must roll on the Corruption Table (p.189)
52	**Panoply of Blood**: This suit of chain armor is imbued with healing powers. Once per battle, the wearer can ignore a damage result that would reduce their Lifeblood to zero.
53	**Ring of Binding**: This cursed ring is imbued with a quest, or mission, set forth by its creator. Anyone wearing this ring is affected by it as per the **Crushing Quest** spell and may not remove the ring until the quest is fulfilled, at which point the ring crumbles to dust. A **Quell Enchantment** spell removes and destroys this ring.
54	**Ring of the Reaper**: Anyone wearing this ring becomes invisible to living creatures, most summoned creatures, and constructs as long as they wear the ring. This invisibility persists even when attacking creatures. The ring does not confer invisibility against the undead; indeed, any undead within a 1km radius will be automatically attracted to the ring and will hunt down its wearer with surprising zeal. If the ring is removed, undead creatures will cease hunting the wearer after an hour.
55	**Rod of the Rain God**: Once per day, the user may utter a command word and bring forth a weather condition of their choice within a 100m radius. The weather lasts as long as the user keeps the rod raised overhead. If rainy weather is selected, however, the range extends to 1 kilometer.
56	**Sword of Sacrifice**: When this short sword strikes a target, the wielder may elect to take 1d6 damage, and inflict double this damage on the target, in addition to the sword's normal damage. Apply the damage to the wielder after the attack is resolved.

Arcane Magic Items - Cont.

d66	Arcane Item
61	**Scepter of Forgiveness**: By spending a Hero Point, the bearer of this scepter can remove curses, quests, or other negative magical effects on a touched target.
62	**Sleeping Smoke**: When this incense stick is burned, all living targets must roll END 10+ or fall into a deep magical slumber for 1d6 turns. The owner of the incense stick is immune, as are any of the owner's allies.
63	**Staff of the Vizier**: When held, the staff makes the owner immune to sneak attacks and surprise. Whenever the holder encounters a group (three or more) of sentient humanoids, apply a -2 penalty to the group's Reaction Roll.
64	**Sun Shield**: When equipped, this shield radiates light in a 10m radius. Once per day as a free action, the wielder can force a target to roll END 10+ or lose their next turn's actions.
65	**Vulcan Lens**: This palm-sized copper lens can be activated at will. Five rounds after activation, it will create an area of intense heat in a 5m radius. Everything in the radius takes 4d6 damage (2d6 AV) for 1d3+1 rounds. Creatures in the area of effect can roll END 10+ to take half damage. Once used, the Vulcan Lens melts to slag.
66	**Witch's Staff**: This useful item has two functions. Its primary use is to serve as a Corruption sponge for spellcasters: a Witch's Staff can absorb 1d3+1 points of Corruption resulting from Critical Successes or Channeling when spell casting. Once the Staff has reached its Corruption limit, it crumbles into ash. Its other function is to be a flying broom: the Witch's Staff can carry its owner, and one other passenger, at a rate of 20m/round per action. In a chase, it has Agility 0.

Eldritch Items

Arcane items are powerful indeed, but they still exist within the realm of normal sorcery and have limitations. Eldritch items, on the other hand, are so powerful that they are often dangerous to the user as well. Still, the thirst for ultimate power will drive many to search for dark objects that harness the secrets of reality itself. Beware!

Eldritch Items

1d6	1d6	Eldritch Item
1-3	1	**Astrologer's Spyglass**: This retractable telescope is a legendary instrument of sorcerers and natural philosophers alike. In the hands of a mundane researcher, it will truthfully uncover the secrets of any natural phenomenon viewed through its lenses: the duration of an incoming storm, the size of a meteor that is going to impact, the true composition of stars, and the like. Anyone with Artifice or Sorcery 3 can use the Spyglass to gaze into the future. The Spyglass will tell them how to bring about one specific event that they wish to happen within one year: the downfall of a king, how an army will lose a battle, where to find a powerful magic item, etc. The event must be within the realm of possibility. The Sorcerer still must carry out the actions that are required to bring about the event.
	2	**Book of Dread**: This foul tome contains unspeakable truths and great power. It contains the secrets of 1d3+3 Eldritch spells, and grants owners the ability to summon an army (1d6x10, at least 20) of ghouls, zombies, skeletons, and wights to do their bidding. Each time it is used, the Book of Dread inflicts 2d6 points of Corruption on its owner.
	3	**Bracers of Might**: These large forearm guards are legendary among scholars of old battles and history. The wearer of the Bracers gains STR 18 (+4 to all Melee rolls and Damage), the ability to leap 20m horizontally or vertically, and 10 points of armor protection (does not combine with other armor). Moreover, the wearer of the Bracers gains Advantage to all Morale rolls for their allies in a battle. There is a dark secret to the Bracers: every time they are worn in combat, there is a 1-in-6 chance that the wearer will turn into a Revenant at the next sundown.

Eldritch Items - Cont.

1d6	1d6	Eldritch Item
	4	**Chaos Tap**: This dangerous item is the bane of all outsiders and undead. By spending an action, the bearer of this crystal can destroy any outsider or undead creature. The creature gets an INT 10+ roll to avoid the banishment. However, the bearer of the Tap must roll on the Corruption Table twice and take the worse result. If the creature is not successfully banished, the tap bearer does not roll for Corruption.
1-3	5	**Cup of Life and Death**: Hushed and terrified whispers about this foul object can be heard from time to time. The owner of the Cup need only kill a victim, drain their blood into the Cup, and then drink from the Cup. They gain 2d6 years of life in this process. Every time they use the Cup, apply a -1 penalty to the roll. Once a result of zero occurs, the Cup must be used daily to sustain the owner's life.
	6	**Djinn Lamp**: This legendary item is the prison of one powerful djinn. By lighting the oil in the lamp, the djinn emerges, and will carry out one request for the lamp's owner. This may include casting an eldritch spell—like Rend Reality—or performing a task. Once the command is uttered, it cannot be changed, and the usual warnings about the djinn misinterpreting (deliberately or otherwise) the instructions given apply.
	1	**Lyre of Loathing**: When played by a competent musician (Carouse 1 or Craft 1), this instrument will inspire all who hear it to feel a powerful emotion as determined by the musician playing it (who is immune). Those hearing the emotion will act in accordance with their feelings. They get an INT 10+ throw to avoid harming those their friends and family but are otherwise in thrall of the Lyre's power. The effects last until the music stops.
4-6	2	**Mantle of the Undying**: This fearsome item grants its wearer immortality. Once donned, the wearer is incapable of being killed by mortal wounds, drowning, strangulation, poison, or disease. Instead of dying, the Mantle will repair their bodies and revive them after 1d6 weeks. When the character comes back to life, roll their lowest attribute 8+. If they succeed, they return whole. If they fail, they return as a Revenant (p.96), or, in the case of a Sorcerer, as a Revenant Wizard (p.271).

Eldritch Items

1d6	1d6	Eldritch Item
	3	**Memory Stone**: These rare and terrifying stones are the size of a coin, and otherwise unremarkable. However, a sorcerer may imprint their memories and life essence onto the stone after 2d6 days of rituals and research. Once imprinted, the memory stone can be stored away, until the sorcerer perishes. By forcing a victim to swallow the stone, the sorcerer's mind will attempt to take over the victim's: roll Opposed INT. If the victim is successful, the Memory Stone is not effective for the day. The sorcerer has 1d6+1 days to make this Opposed roll. If the sorcerer is successful, the victim's mind will be subsumed, and the sorcerer will permanently take over the victim's body. The victim's physical attributes and SOC remain, but the sorcerer's INT and EDU replace the victim's.
4-6	4	**Scepter of Doom**: This terrible device has multiple malevolent effects. It can turn a target to stone up to 20m away. Roll END 10+ to avoid. If used as a melee weapon, it functions as a Slay! spell against a single target (roll END 12+ or die immediately). It can also **Enthrall** 1d6 targets, as per the spell (p.203), up to 20m away. All these abilities require one action to perform. The Scepter of Doom also operates as a Corruption absorber, ignoring the first 1d6+3 points of Corruption inflicted by Channeling or a Critical Success in casting a spell.
	5	**Siren's Call**: When blown, this ornate gilded dragon's horn will summon 1d3+2 fully grown dragons to the owner's service. The dragons will take 1d6 days to arrive, and will serve to their utmost, barring dying for the horn's owner. The dragons will serve for a week, after which, they will be immune to any further uses of the Siren's Call by the owner. How they treat the owner after their service ends will depend on what they were forced to do.
	6	**Temporal Restoration**: This straight wand of black obsidian is 1m long is etched with runes and cold to the touch. When used, it can restore a broken or inoperable device back to full functionality. The effect is temporary unless the user wishes to take 1d6 points of Corruption, in which case it is permanent.

Magical Research

The most coveted of treasures are magical items: exotic potions, glowing swords, or even more wondrous and mysterious objects. This section contains rules for identifying existing magical items, as well as producing them. It also shows how sorcerers may research new, original, spells to add to their vast arcane knowledge.

Researching New Spells

A sorcerer may research new spells. This takes two weeks of intensive research and costs 3000gp for an Arcane spell and 6,000gp for an Eldritch spell. After spending the time and gold, throw Sorcery/INT 10+ for an Arcane spell or Sorcery/INT 12+ for an Eldritch spell. If successful, the sorcerer learns the new spell. If failed, the time and gold are wasted but the sorcerer may try again to research the spell. A throw of "Snake Eyes" (a result of 2 before modifiers are added) is a Critical Failure. A throw with an Effect of -4 and worse is also a Critical Failure. In such cases of Critical Failure, the sorcerer suffers a Mishap as per the Sorcery chapter (p.181).

A sorcerer requires a library with a value of at least 10,000gp to research new Arcane spells, and 30,000gp in value to research Eldritch spells. At 60,000gp of value, a library grants Advantage to Arcane spell research throws. No library, no matter how well-equipped, can grant any bonus to researching Eldritch spells.

The Referee is the final and absolute arbiter of what spells would be permissible in their campaign. The Referee should note that in such a sword & sorcery setting as entailed by these rules, direct damage "blast" spells should be rare, teleportation (or worse – time travel!) should be avoided at all costs, and scrying spells should be significantly limited in power. Flying wizards who teleport and throw fireballs around are elements quite far from the spirit of *The Sword of Cepheus* rules.

Identifying Magical Items

The procedure for identifying magical items depends on the item's rarity.

Identifying Arcane items requires a day of undisturbed careful investigation and an Artifice/EDU 8+ or Sorcery/EDU 11+ throw.

Identifying most potions requires a day of undisturbed careful investigation and an Alchemy/EDU 8+ or Sorcery/EDU 11+ throw.

The Referee is the final arbiter of what constitutes an Arcane Item or potion. Some items or potions might be harder to identify.

In those cases of rare magical items and potions, or when trying to identify an item or potion after failing the above investigation throws, the sorcerer must first research the item. Researching an item, just like a spell, takes 2 weeks and costs 1000gp. Throw Artifice/EDU 8+ or Alchemy/EDU 8+ (Sorcery will not suffice here) to identify the item or potion. There is no risk of mishap in this case, but if the throw fails, the sorcerer wastes the time and money invested in the research. Further attempts to identify the item are allowed. The sorcerer may try again at the same costs of time and money. A fully equipped laboratory or workshop (see below) provides Advantage to the roll.

Creating Magical Items and Brewing Potions

Artificers may create magical items. To create an item, the artificer must know a spell with an effect like that of the item, research this effect as if it were a spell, or find a formula for that item. Artificers may also copy the design of any magical item they possess.

To create a magical item, make an Artifice/INT 10+ throw for an item based on an Arcane spell or Artifice/INT 12+ for an item based on an Eldritch spell. Magical item costs and creation times depend on their type, as given in the table below. To create a magical item that is not based on a spell, but rather is intended to produce an effect desired by the artificer, roll Artifice/INT 12+.

Creating magical items is a dangerous process. A throw of "Snake Eyes" (an unmodified result of two) is always a Critical Failure. A throw with an Effect of -4 and worse is also considered a Critical Failure. A Critical Failure means that the artificer or alchemist suffers

a Mishap as per the Sorcery chapter (p.181).

An artificer requires a workshop of at least 10,000gp in value to create magical items based on Arcane spells, and of at least 30,000gp in value to create items based on Eldritch spells. Furthermore, a workshop worth at least 60,000gp will grant Advantage on such throws.

Brewing potions follows the same procedure as detailed above for magical items but uses the Alchemy skill instead of Artifice and requires a separate laboratory rather than a workshop.

We encourage the Referee to require rare components – those that require an adventure to obtain – for creating powerful magical items and position. This is especially true for permanent-effect magical items.

Magic Item Costs and Times

Item Type	Cost	Time
One use effect (including all potions)	500gp	1 week
Charged effect	500gp per charge	2 days per charge
Permanent effect (unlimited use)	25000gp	100 days
Permanent effect (1 use /day)	5000gp	40 days
Permanent effect (1/ use week)	3000gp	1 month
Magical weapon	10000gp	6 months
Magical armor	5000gp	1 month per Armor protection point

Triple the cost and time required for items based on Eldritch spells – these are mighty artifacts!

Encounters

Roaming the countryside in search of adventure is a time-honored tradition in sword and sorcery stories. One of the delights of developing the game setting is the dynamic and surprising way that random encounters populate the countryside as the characters adventure and travel in it. This chapter presents a variety of encounter tables for use when characters travel: either to a desired destination, or as they explore the setting presented to them in the game.

One common misconception about random encounter tables is that they constitute a forced, needless diversion onto the players, who already have a task, destination, or something in mind. This is not what random encounters are for. Many see the random encounter as just a means by which the Referee can drain the resources of the player characters. This, coupled with the fact that gaming time is necessarily limited by real life considerations, leads many players to roll their eyes when they encounter Xd6 raiders on the road. But this is not the reason for including them. Yes, travel in many settings is dangerous, and there is always a chance of encountering a danger. However, random encounters are the sinews of the emerging story that the players and Referee create out of the adventure session. Random encounters are meant to populate the countryside and make the campaign setting feel like a living, breathing, strange place.

This emergent verisimilitude is one half of the benefit of random encounters. The other is the potential for further adventure hooks and character development that a well-crafted random encounter brings to the gaming experience. A random creature encounter in a well-travelled region should mean something in the setting: is there something causing more monsters to enter the region? Why is the local ruler unable to stop them? How are the merchants and peasants handling this increased danger? Before moving on from the encounter, Referees should take a moment to ask themselves how this encounter affects – or doesn't affect – the overall setting. What adventure hooks present themselves for further use? Are there newly met NPCs that can make another appearance later on? What consequences will the players' actions in the encounter have for their future dealings with those NPCs?

NPC Reactions

Central to any random encounter is the NPC Reaction Roll. Sometimes the Referee and players are well-aware of who the NPCs and what their motivations are. There is very little need to flesh out the attitudes of known NPCs who are operating at cross-purposes to the player characters: the Referee already understands the motivations of the local cultists who are chasing down the player characters who oppose them. However, in many situations, especially in random encounters, it is useful for the Referee to randomly determine the attitudes of the NPCs. This leads to all sorts of pleasant and unpleasant surprises: is this band of goblins the same as every other band of goblins? Perhaps they have information and are willing to trade? Perhaps they are demoralized and unwilling to fight? What else is in the vicinity that has eroded their morale? Is it possible to scare them off? The Reaction Roll will broaden the kinds of encounters, and most importantly, the kinds of player responses to those encounters.

Using the NPC Reaction Roll Table

For any random encounters, or whenever the NPCs' intentions may not be so clearly defined, the Referee should make a 2d6 Reaction throw and consult the table below. At the Referee's discretion and with a bit of roleplaying, an appropriate social skill like Carousing, Liaison, or Deception may serve as a modifier to the roll. For example, a high Streetwise/SOC skill throw may positively affect the outcome of the Reaction roll when dealing with random criminal elements. Certain Traits may also modify this throw. Additional modifiers, both positive and negative, may apply at the Referee's discretion subject to the NPCs' attitudes.

Note that a result of 2 is always a violent reaction, and a result of 12 on the dice is always a genuinely friendly reaction.

NPC Reaction Table

2d6	Result	Attitude	Possible Actions
2-	Hostile	The NPC will immediately attack, or actively spoil whatever plans the PCs have.	Attack, interfere, escape, flee. Whatever the PCs are doing, this NPC is against it. If the PCs are obviously more powerful, the NPC will leave quickly.
3-5	Unfriendly	The NPC will do anything short of outright hostile action. They are unhelpful and untrustworthy.	Avoid, insult, lie, misdirect, mislead, waste time. The NPC is unwilling to resort to direct action.
6-8	Indifferent	The NPC will do anything short of outright hostile action. They are unhelpful and untrustworthy.	Any socially acceptable neutral action. The NPC will act in a socially predictable or wary manner.
9-11	Friendly	The NPC is cooperative and friendly.	Chat, offer limited help, give information. The NPC will not act against the PCs.
12+	Helpful	The NPC is interested in helping or cooperating with the PCs fully.	Heal, aid, support. The NPC will join the PCs' cause with very little convincing.

Generating Encounters

These rules are meant to help Referees dynamically generate random encounters to populate their campaign settings and provide meaningful and surprising fodder for roleplaying and character interactions. Encounters depend largely on the terrain the characters are traveling through.

Wilderness Encounter Generation Checklist

1. Roll for an encounter once per day. The chance of encounter depends on the terrain type, as well as any additional modifiers the Referee wishes to include for population levels, local strife, or weather, among other things.

2. If there is an encounter that day, consult the specific Encounter Terrain table and determine if the encounter is a group, beast, or item.

3. Roll on the group, beast, or item column as appropriate, and populate the encounter.

4. Roll on the NPC Reaction Table (above) to determine how the NPCs present in the encounter will react to the player characters initially.

1. Is There an Encounter?

The Referee should roll 1d6 once per day and consult the Encounter Terrain Table below. Referees should modify the roll downwards if they think that circumstances like population or strife should increase the likelihood of an encounter. They should modify the roll upwards if they think that circumstances would make an encounter less likely.

Terrain Encounter Table

Terrain Type	Encounter On A...
Road	1-4
Rugged	1-3
Clear	1
Desert	1-2
Forest	1-2
Jungle	1-3
Swamps	1-3
Rivers and Coast	1-2
Seas	1-3

2. Encounter Terrain Tables

There are countless varieties of terrain types. Depending on the sort of campaign world, the Referee's knowledge of ecology, and the depths of exhaustiveness to which the Referee is willing to descend, it is possible to create encounter tables for scores of terrain types and locales. We encourage the Referee to create additional terrain types, as well as encounter tables specific for their campaign setting's terrain and regions. Having an encounter table for Swamps is fine, but having an encounter table for the Darkmoor Bogs makes the entire setting come to life.

Road

The main highways and arteries of trade in a region. In remote regions, a dusty wagon track might be the only sign of civilization for kilometers. In a bustling civilization, a road is likely going to be well-travelled.

Road Encounters

1d6	1d6	1-4: Group	5-6: Item
1-3	1	Bandits	Hamlet
	2	Patrol	Village
	3	Wanderer	Village
	4	Merchants	Farm
	5	Merchants	Farm
	6	Farmers	Farm
4-6	1	Farmers	Roadblock
	2	Trader	Keep
	3	Trader	Shrine
	4	Acolytes	Trading Post
	5	Noble or Knight	Camp
	6	Scholar	Ruined Farm

Rugged: Badlands, Hills, and Mountains

The terrain is rough, broken, and difficult. There is vegetation, but it is sparse and underdeveloped. There are likely many rock formations: crags, peaks, cliffs, and caves.

Rugged Encounters

1d6	1d6	1-3: Group	4-5: Beast	6: Item
1-3	1	Degenerates	Bat, Giant	Special
	2	Bandit	Gorilla	Village
	3	Patrol	Brown Bear	Hamlet
	4	Bandits	Cat, Great, Mountain Lion	Hamlet
	5	Raiders	Pterodactyl (or Pteranodon)	Ruined Village
	6	Tribal	Giant	Ruined Hamlet
4-6	1	Wanderer	Ogre	Trading Post
	2	Adventurers	Orcs	Keep
	3	Merchants	Hydra	Shrine
	4	Trader	Troll	Camp
	5	Tribal	Roc	Farm
	6	Nomad	Drake (or Dragon!)	Ruined Farm

Clear and Grasslands

This includes a variety of open terrain, including farmland, shrub, gently rolling hills, plains.

Clear and Grasslands Encounters

1d6	1d6	1-3: Group	4: Beast	5-6: Item
1-3	1	Bandits	Horse	Hamlet
	2	Bandits	Ant, Giant, Worker	Hamlet
	3	Farmers	Ant, Giant, Soldier	Hamlet
	4	Merchants	Bison	Village
	5	Hunters	Cat, Great, Lion	Village
	6	Hunters	Elephant	Farm
4-6	1	Patrol	Insect Swarm	Farm
	2	Nomad	Rhinoceros	Shrine
	3	Nomad	Orcs	Camp
	4	Merchants	Dinosaur, Deinonychus	Ruined Hamlet or Village
	5	Bandits	Dinosaur, Edmontosaurus	Trading Post
	6	Trader	Cat, Great, Panther	Ruined Farm

Desert

A desert can be a dune sea, or a rocky, hot, barren plain with the occasional temporary riverbed (wadi) cutting through the landscape.

Desert Encounters

1d6	1d6	1-2: Group	3-5: Beast	6: Item
1-3	1	Nomad	Basilisk	Special
	2	Nomad	Camel	Hamlet
	3	Bandits	Lizard, Giant	Village
	4	Dervish	Lizard, Megalania	Ruined Hamlet
	5	Raiders	Pterodactyl	Ruined Village
	6	Trader	Roc	Ruined Farm
4-6	1	Merchants	Scorpion, Giant	Keep
	2	Merchants	Ant, Giant, Soldier	Trading Post
	3	Acolyte	Dinosaur, Triceratops	Trading Post
	4	Knight	Troll	Camp
	5	Adventurers	Dinosaur, Tyrannosaurus Rex	Shrine
	6	Wanderer	Giant	Ruined Shrine

Forest

This terrain is filled with trees and shrub, with the occasional clearing and meadow.

Forest Encounters

1d6	1d6	1-3: Group	4-5: Beast	6: Item
1-3	1	Bandit	Dinosaur, Ankylosaurus	Hamlet
	2	Bandit	Dinosaur, Tyrannosaurus Rex	Hamlet
	3	Hunters	Boar	Village
	4	Hunters	Assassin Vine	Village
	5	Trader	Bear, Black	Keep
	6	Acolyte	Cat, Great, Tiger	Ruined Hamlet
4-6	1	Trader	Dog, Feral (Use Hunting Dogs)	Ruined Village
	2	Mystic	Elephant	Trading Post
	3	Adventurers	Goblins	Shrine
	4	Bandit	Wolf	Ruined Shrine
	5	Knight	Spider, Giant	Camp
	6	Wanderer	Wolf, Dire	Special

Jungle

A jungle consists of dense vegetation in multiple vertical layers, teeming with life. Civilization does not last long in the jungle.

Jungle Encounters

1d6	1d6	1: Group	2-5: Beast	6: Item
1-3	1	Tribal	Assassin Vine	Hamlet
	2	Tribal	Baboon	Ruined Hamlet
	3	Bandit	Cat, Great, Tiger	Village
	4	Bandit	Boar	Ruined Village
	5	Bandit	Giant, Cyclops	Ruined Village
	6	Scholar	Insect Swarm	Trading Post
4-6	1	Adventurers	Lizardfolk, Savage	Ruined Trading Post
	2	Wanderer	Lizard, Komodo Dragon	Shrine
	3	Mystic	Snake, Giant Constrictor	Ruined Shrine
	4	Trader	Snake, Venomous	Camp
	5	Sorcerer	Spider, Giant	Camp
	6	Degenerate	Toad, Giant	Special

Swamps

These lands are water-logged, filled with vegetation and mysterious creatures.

Swamp Encounters

1d6	1d6	1-2: Group	3-5: Beast	6: Item
1-3	1	Tribal	Crocodile	Hamlet
	2	Tribal	Lizardfolk, Savage	Village
	3	Tribal	Leech, Giant	Shrine
	4	Trader	Insect Swarm	Shrine
	5	Trader	Giant	Trading Post
	6	Wanderer	Spider, Giant	Trading Post
4-6	1	Acolyte	Toad, Giant	Camp
	2	Bandit	Lizard, Water Monitor	Keep
	3	Bandit	Beetle, Giant	Ruined Village
	4	Degenerates	Zombie	Ruined Trading Post
	5	Adventurers	Ghoul	Ruined Shrine
	6	Degenerates	Dragon	Special

Lakes, Rivers, and Coasts

Travelling along rivers and the coast is usually very efficient. However, there are many hazards to be found on well-travelled waterways, both nautical and encounters. Encounters on this table can represent water encounters as well as encounters on the shore.

Lake, River, and Coast Encounters

1d6	1d6	1-2: Group	3-4: Beast	5-6: Item
1-3	1	Bandit	Fish, Carnivorous	Village
	2	Raiders	Crocodile	Village
	3	Pirate	Leech, Giant	Hamlet
	4	Pirate	Lizard, Water Monitor	Hamlet
	5	Pirate	Snake, Venomous	Trading Post
	6	Pirate	Toad, Giant	Hazard
4-6	1	Trader	Bear, Brown	Trading Post
	2	Merchant	Lizardfolk, Savage	Ruins
	3	Merchant	Insect Swarm	Shrine
	4	Merchant	Goblin	Hazard
	5	Acolyte	Elephant	Hazard
	6	Adventurer	Drake	Hazard

Seas

The high seas are dangerous. Inclement weather can threaten all but the most seaworthy vessels. Untold creatures lurk in the mysterious depths of the dark seas. Group encounters are necessarily on their own ships.

Sea Encounters

1d6	1d6	1-2: Group	3-4: Beast	5-6: Item
1-3	1	Pirate	Fish, Carnivorous	Hazard
	2	Pirate	Fish, Carnivorous	Hazard
	3	Pirate	Fish, Carnivorous	Hazard
	4	Pirate	Octopus, Giant	Hazard
	5	Pirate	Plesiosaur	Hazard
	6	Merchants	Shark, Great White	Hazard
4-6	1	Merchants	Shark, Great White	Weather
	2	Merchants	Shark, Great White	Weather
	3	Merchants	Whale, Killer	Weather
	4	Merchants	Whale, Killer	Weather
	5	Adventurers	Whale, Sperm	Weather
	6	Acolyte	Whale, Sperm	Weather

3a. Group Encounter Descriptions

Many of the NPCs mentioned here are listed in the Sample NPC section at the end of this chapter. Unless otherwise mentioned, a group of NPCs will have 1d6 GP each, in addition to any basic equipment they carry.

Acolytes: 3d6 inexperienced priests are ministering to the poor or travelling to a shrine on a pilgrimage. Roll 1d6: On a 6, there is an experienced cleric (see below) travelling with the acolytes. Acolytes will have 1d6x10GP in total while travelling.

Adventurers: A small band of 1d6+3 adventurers en route to, or returning from, an adventure. The Referee should generate a few NPCs with decent combat, stealth, and magical abilities, and supplement the group with some Sample NPCs (see below). They will have 4d6x100GP among them. See the section on Creating NPC Adventurers, below.

Bandits: A group of 1d6+4 bandits. Roll 1d6: On a 5+, the bandits will have a bandit chief among them.

Degenerates: A band 2d6+6 filthy degenerates. They will have little of value other than scraps of clothes and their makeshift weapons.

Farmers: A group of 1d6 farmers. They are likely working their fields, and the Reaction Roll will determine their attitudes towards strangers.

Hunters: A group of 2d6 hunters looking for food. They may be averse to interacting with anyone if they are poaching.

Knights: A group of 1d3 knights and their squires (1 squire per knight, treat as a soldier). Roll 1d6: They will be mounted on medium horses on a roll of 3+. Knights will have 1d6x10 GP each.

Merchants: This encounter represents meeting a large caravan of merchants. There will be 1d6 wagons, each carrying a merchant and 1d3 additional servants or underlings. The group will have 1d6 mounted guards per wagon, and there will be one mounted veteran guard leading the caravan. Each wagon is carrying 2d6x100 GP worth of goods. If this encounter happens at sea, then the merchants and their goods will all be on board one vessel and multiply the GP total by 100.

Mystic: The player characters have met an aesthetic who is travelling alone. He will have little of value, though enterprising Referees might have mystics carrying priceless temple artifacts at least once in a campaign.

Noble: This encounter is with 1d6 mounted nobles and their retinue of 4d6 guards, 1d6 mounted veteran guards, 1d6 mounted bodyguards, and 1d6 additional family members and advisers per noble. Advisers, scribes, and other household members ride in a wagon: 1 per each Noble. Each noble will have 1d6x1000 GP among their household.

Nomad: A group of 4d6 mounted nomads, roaming through the countryside. Usually they will be chasing game, but sometimes they will be on a specific mission. Rol 1d6: On a 4+, there will be a Nomad chieftain among them.

Patrol: A small group of 1d6+6 soldiers on patrol for the local government, whatever that happens to be. Roll 1d6: On a 5+, they will be mounted. Roll 1d6 again: On a 6, the group will be comprised of veteran soldiers.

Pirates: This represents an encounter with one or more pirate vessels. On a river or lake: 2d6 River Boats, each with 1d3x10 pirates. On the coast: 1d6 galleys or 1d6 longships (1d6x10 pirates each). On the high seas: 1d3 small sailing ships (2d6x10 pirates each) or 1d6 longships (1d6x10 pirates each). Each ship will have 1d6 veteran soldiers and a pirate captain. Roll 1d6: On a 4+, the pirates have 1d6x10 prisoners between all their ships. Roll 1d6: On a 5, the pirates have 1d6x1000 GP on each ship; on a 6, they have very little gold, but have a map to a buried treasure of 4d6x1000 GP.

Raiders: A group of 2d6+6 mounted raiders. They are likely not locals.

Scholar: The player characters have encountered an 1d3 travelling scholars, 1d6+1 students (as Acolytes, but substitute Natural Philosophy for Religion), and 2d6 guards.

Traders: This encounter is with 1d3 itinerant traders. They have 1d3-1 wagons and 1d3 mules or medium horses carrying their wares. In total, these traders have no more than 3d6x10GP among them.

Tribals: A group of 3d6 tribal warriors and scouts. Roll 1d6: On a 5+, they are led by a Tribal Chieftain. Roll 1d6: on a 6, they have a Shaman with them.

Wanderer: This represents a unique or otherwise strange encounter. Roll on the table below.

Wanderers

1d6	Encounter	Description
1	Knight Errant	A powerful mounted warrior on a mission.
2	Bard	A wandering minstrel and entertainer who likely needs protection and fodder for new compositions.
3	Prophet	A solitary religious man, waiting to discuss matters of fate and destiny with the player characters.
4	Barbarian!	This is an encounter with a lone tribal chieftain, wandering far from home on a strange quest.
5	Mad Hermit	A smelly loner who lives on bugs and mushrooms of questionable provenance. This crackpot may or may not have useful information but is entertaining for the Referee either way.
6	Sorcerer	The player characters have encountered a wandering sorcerer in search of eldritch knowledge and power. Hopefully this magic user does not bear them any ill will...

3b. Beast Encounter Descriptions

The beast encounters here draw from the Bestiary chapter (p.232), but not all the beasts in that chapter appear in these tables. Referees should feel free to modify or expand the beast encounters to add some variety. Use the NPC Reaction Roll to determine how the creature responds to the presence of the player characters. Not every encounter with a dangerous monster needs to result in a combat.

3c. Item Encounter Descriptions

Camp: A group has set up a temporary camp and shelter. Perhaps they are anticipating attack, or perhaps they are tired and need to rest. Roll on the Group Encounter table to determine what sort of encampment has been encountered, and the number of people who are camped there.

Farm: A small one-family peasant homestead. There are 2d6+6 people living and working here, including the peasant family and the hired help. The farmers have some weaponry, mainly bows and spears, and can defend their land from the occasional bandit or thief.

Farm, Ruined: The ruins of a homestead. The place was attacked recently, and some buildings might still be smoldering in places. There could be some food hidden in the ruins somewhere, but otherwise there is little here to scavenge.

Hamlet: A small settlement of a few dozen families. The inhabitants are probably not well-armed. See the section on Settlements below for more details on Hamlets.

Hamlet, Ruined: This hamlet was destroyed recently, and thoroughly looted. Roll 1d6: On a 1, there are stores of food that have not been plundered. Referees are encouraged to occasionally add group encounters to ruined hamlets to represent desperate looters, refugees, or even the raiders who destroyed the place.

Hazard: This water encounter usually means a danger in the water, or a malfunction on the ship. Roll on the table below:

Hazards

1d6	Description
1	**Danger of running aground**: Roll Watercraft/DEX 10+ to avoid. Lose half a day's travel if failed.
2	**Danger of running aground**: Roll Watercraft/DEX 10+ to avoid. Lose a full day's travel if failed.
3	**Rudder damaged**: Roll Watercraft/INT 10+ or Craft/10+. If failed, half speed until repaired.
4	**Sails rip or hull leaking**: Roll Watercraft/DEX 10+ to avoid or take 1 Regular damage result.
5	**Hit a reef**! Roll Watercraft/INT 10+ to avoid or take 1d6 Regular damage results.
6	**Hit a reef!** Roll Watercraft/INT 10+ to avoid or take 1d6 Regular damage results.

Keep: A small fortress that houses 1d6x20 soldiers, at least a quarter of whom have mounts. A keep is often the last bastion of safety and civilization. Inside, there is an inn, stables, and warm food. Beyond its walls are the unknown wilderness.

Roadblock: Another sure sign of government and civilization, this roadblock is a checkpoint to ensure that tolls and tariffs are paid by all who use the road. There will be 2d6+6 soldiers led by a veteran soldier at this post.

Shrine: A small temple to a deity. These can dot the countryside, but many are found in strange, remote places off the beaten path. There will be 1d6 acolytes and 1d6 pilgrims (use the Farmer NPC) at the temple. Shrines often offer some food and shelter to the destitute and needy.

Trading Post: A roadhouse or caravanserai owned and operated by a brave and cunning Trader. The trader will have 2d6 helpers and guards working at the post. The post also contains a tavern and lodging: it might be the only place to get a drink for a dozen miles!

Trading Post, Ruined: The recently destroyed remains of a perfectly good trading post. It still smolders and smokes.

Village: A settlement of up to 300 families. Roll 1d6: 1-4, this is a Small Village with at most 100 families. 5-6, this is a larger village

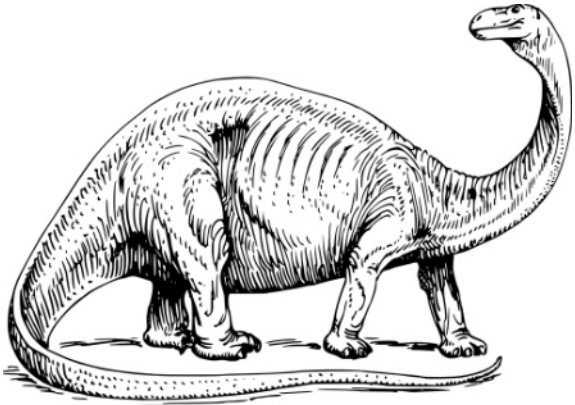
with up to 300 families. See the Settlement section below for more information. Note that these encounter rules dynamically generate small settlements (hamlets and villages). Once generated, the Referee and players should note its location on the campaign map in case they return to it in later adventures.

Village, Ruined: A recently destroyed village. Roll 1d6: on a 6, the characters can find some unlooted food and drink in the ruins. If the Referee wishes, roll up a Group encounter if the characters are not the only ones visiting the ruins.

Weather: Inclement weather is a major danger for all watercraft, but especially those that travel the open seas. Roll on the table below:

Weather

1d6	Description
1	**Headwinds**: Roll Watercraft/DEX 10+ to avoid. Lose half a day's travel if failed.
2	**No Wind**: Roll Watercraft/STR 10+ to mitigate with rowing. Lose a full day's travel if failed.
3	**Rough Seas**: High winds and waves make for treacherous sailing: Roll Watercraft/INT 10+ or Craft/INT 10+. If failed, take 1 Regular damage result.
4	**Stormy Weather**: Roll Watercraft/DEX 10+ to avoid. If failed, take 1d6+1 Regular damage results.
5	**Hurricane**: The ship is in danger of capsizing! Roll Watercraft/INT 10+ to avoid or take 1d3 Crew damage results on the Regular damage table, and 1d3+1 other Regular damage results.
6	**Hit a reef!** Roll Watercraft/INT 10+ to avoid or take a Critical damage result!



Special: This represents strange and unique encounters that may not be normally anticipated. Once a special encounter occurs, be sure to mark it on the map.

Special

1d6	Description
1	**Giant Runes**: A massive boulder, column, or obelisk juts up to the sky. It is covered in runes. No one knows what they mean, or who put them there.
2	**Massive Skeleton**: The remains of a giant creature like a dragon, dinosaur, or even a whale (who knows how it got there!) lie on the ground, or embedded in rock, for all to see. What does it mean? And who worships at the site?
3	**A Battle**! Two or more large armies have taken the field and are in the middle of a bloody, epic confrontation. Will the players participate? Will they be able to escape the senseless slaughter?
4	**A Step Pyramid**: Hidden in the wilderness is a massive pyramid: a temple to an ancient god. Who knows who or what lies within.
5	**Ancient Ruin**: The dilapidated remains of a small ancient town, temple, or fortress. Who knows what lies within.
6	**Wizard Tower**: A sorcerer has constructed a small fortress here. Enter at your own peril.

Settlements

The encounter tables above allow the Referee to place hamlets and villages randomly and dynamically in the campaign world. Larger settlements like towns, and major cities should be placed by the Referee when the initial setting is developed, or at before the players arrive the region. The descriptions of the different settlements according to size follows below.

Hamlet:

A tiny village of a few dozen families: at most about 50 people. Most of the hamlet's population engage in whatever the primary industry of the area may be – farming, fishing, logging, or hunting. Unless the hamlet is part of a more civilized culture, the primary mode of exchange will be bartering, although such people often have a few coins' worth of actual money as well.

The average hamlet has several people with auxiliary skills. For instance, although all adults may be farmers, one or two may also have skill as a thatcher or a carpenter, trading their knowledge and

labor in return for additional food or other goods. It is unlikely a hamlet will have even so much as a shrine inside it. Citizens of a hamlet must rely on itinerant peddlers for any goods they cannot produce themselves. Such peddlers commonly pass through once a month or so.

In a feudal society, most hamlets will be ruled by an absentee knight or baron, the affairs of the estate being handled by an appointed steward with rare, if any, visits by the noble.

Village, small

These settlements have up to about 250 people, A village usually (but not always) has a selection of basic amenities: a tavern or an inn; a smithy; and perhaps a store of some kind selling the most basic of goods – usually locally sourced produce. A village usually has a shrine to the local god or gods. In barbarian cultures a village may be known as a stead and consist of a clan of families belonging to a larger tribe.

Like the hamlet, a village has people with auxiliary skills, although the form of trade is still likely to be barter unless the village is in a more civilized society.

Village, large

With up to roughly 500 people, most of the people in a large village will be involved in whatever the primary industry of the area is, but they will also have some citizens specialized in other trades. A large village will almost always have at least one dedicated thatcher, tool smith or farrier, carpenter, potter, and weaver. Large villages are the smallest form of civilization where one is likely to find community-oriented businesses, such as taverns or inns. Additionally, it is the smallest form of civilization to boast a regular marketplace, a permanent site where people from the area come together to buy and sell goods, most often on a weekly basis. Travelling traders will organize their schedules to arrive in these villages on trading day.

Most villages include a resident priest who serves as spiritual caretaker for the people and administer of a local shrine. Commonly, this priest would only qualify as an initiate in a larger city, but it is possible to find a village shrine administered by a retired acolyte who attained great status in their youth. Large villages usually have a hybrid economy that uses barter and currency in equal parts.

Hamlet and Village Creation Rules:

Roll on the tables below to create the hamlets and villages that appear in the game world. If a result does not make sense, re-roll it, but Referees are encouraged to try to incorporate difficult dice results. They often become memorable as a result.

To create a hamlet or village, roll to determine the population size. Then roll on the NPC Reaction Table (p. 301) to get a sense of what the settlement's overall attitude towards outsiders is. It is reasonable to apply a -1 or -2 penalty to most reaction rolls for small settlements: they remain small in part because they are not overly welcoming. As a rule, about 20% of the population of a hamlet or village will be armed with spears, bows and arrows, daggers, and the occasional sword. A town or city will have an armed population of about 5%.

Settlement Size Table

Use this to determine the size of any settlement in the campaign world, if it's not determined already.

		Settlement Size			
1d6	**1d6**	**Size: Hamlet**	**Size: Village**	**Size: Town**	**Size: City**
1-3	1	10	50	1000	10000
	2	10	100	2000	12000
	3	15	150	2500	15000
	4	15	200	3000	16000
	5	20	200	3500	17000
	6	25	250	4000	18000
4-6	1	30	300	5000	20000
	2	35	350	6000	30000
	3	40	400	7000	40000
	4	40	450	8000	50000
	5	45	500	9000	60000
	6	50	500	10000	80000

Once the size of the settlement is known, and its attitude towards outsiders is determined, roll for the type of government in the settlement. The players might only be able to determine this only after they gain acceptance into the village, which often is no mean feat!

Settlement Government Table

1d6	1d6	Government Type	Description
1-3	1-2	Local Governor	A representative from the local kingdom has control over this settlement. The governor has the local militia and legal system to enforce the kingdom's rule.
	3-5	Local Council	A local council of elders, wealthy landowners, or even elected officials run the settlement. They might have an agreement with the local kingdom, or the settlement might be truly independent.
	6	Corrupt Council	Like the local council, except that their rule is illegitimate, and they are getting very rich off the backs of the local population. Getting anything done requires a bribe.
4-6	1	Local Governor	As above
	2	Corrupt Council	As above
	3	Dictator	A charismatic leader has taken over the settlement through legitimate means but has since used the law to take more and more power for themselves. They have no intention of relinquishing control.
	4	Warlord	A tyrant with a group of loyal warriors has taken over the settlement and is ruling through force. The locals might have already shrugged their shoulders at the new boss, or they may be building a resistance movement.
	5-6	Anarchy	No one is truly in charge here. A variety of petty tyrants, gangs, councils, and clans have staked out their own territories and are probably looking to expand.

If necessary, Referees can also roll for a specific settlement crisis to generate a solid adventure hook for the settlement.

Crisis Table

1d6	1d6	Crisis!
1-3	1	There is a food shortage brought about by poor harvests, bad weather, or chronic mismanagement of the local granary supply.
	2	A new criminal element has moved in and is running an extortion racket. No one has the nerve and the steel to stand up to the criminals.
	3	A disease has struck. The settlement is in desperate need of medicine or a healer.
	4	Raiders have struck and are about to strike again soon!
	5	Corruption is endemic: the settlement does not function unless someone is paid directly to do something.
	6	A number of citizens have been kidnapped and carried off!
4-6	1	A faction in the settlement is about to stage a revolt to take power.
	2	An army is marching on the settlement! It will be here in 1d6 days!
	3	A building or bridge collapses! Can the player characters help the wounded, or help rebuild?
	4	A dark cult has established itself in the settlement and is actively recruiting.
	5	An itinerant witch or sorcerer has placed a dark curse on this settlement, or its residents. Use one of the spells, or a mutation roll to determine what magical ailment has befell the residents.
	6	A terrible magical beast is plaguing the settlement, carrying off and devouring random residents in its lair! Will anyone save this settlement?

Town, small

With up to 5000 residents, a small town has often grown too large for its immediately available food sources, which means food must be imported from outlying villages and hamlets. Referees should treat towns as permanent fixtures in the setting—unless they're destroyed—and place them in the campaign world as needed.

A small town is often built around the home and holdings of a major noble such as a count or duke, who acts as head of government. Small towns have one or more permanent marketplaces that do a daily business, and individual shops where particular goods can be bought and sold. Here, monetary exchange has all but completely replaced the barter system. A small town is likely to be engaged in active trading enterprises, particularly if it lies on a seacoast or major river. Such a town will have warehouses and other facilities for storing and shipping goods. If it lies on a waterway, there will be a significant dock system in place. A small town is likely to have one or two major temples, as well as other shrines. It is common for one or more sorcerers to make their homes in small towns, particularly those lying along important trade routes.

Town, large

A large town boasts a population of up to 10000 and is likely to have a controlling nobility and be the domain or province of a powerful noble such as a duke or earl. Towns of this size and larger require access to good transportation systems—usually by water as their lifeblood is almost always trade. Such a large population cannot feed themselves through local resources and importing food is sure to be a lucrative industry. A large town will have several permanent marketplaces scattered throughout it, often specialized for different types of goods.

In addition to craftsmen practicing all the basic trades, such as carpentry and blacksmithing, a large town will almost certainly be a center of manufacture or trade with a certain number of luxury items rarely available elsewhere, such as large musical instruments, works of art, and fabulously expensive pieces of armor. A large town will have at least one great temple or church, staffed by a permanent clergy.

Sorcerers may also make their homes in large towns, relying upon the constant stream of trade to bring them knowledge and materials they need.

City, small

With a population of up to 20000 a small city will have all the amenities of a large town and will be founded on the rulership of a duke, at the very least. Several temples to the local gods are found along with smaller temples and shrines to lesser and even foreign gods, all with attendant clergy. Cities tend to be centers of strategic importance: permanent military barracks are common. The city will be walled, and guards posted to monitor who enters and leaves. Cities require a bureaucracy to maintain, which reports to the ruling noble. Guilds and other trade interests are highly likely, as are distinct political factions with an interest in controlling the power base.

City, large

With populations in the tens of thousands a large city is often the capital of a kingdom and has the widest array of goods and services available. Most items can be found here, but prices are not guaranteed to be low, despite the availability. Guilds may control pricing to protect their members' livelihoods but must still ensure that a market still thrives.

The main characteristic of a settlement of this size is that it controls a sizeable region politically and militarily. It is likely the seat of the ruler and will have competing political and religious interests. The temples will be the grandest and largest as a testament to both wealth and power. A large city usually has several layers of walls and is defended to a heavy degree, since it represents a significant strategic target. Taxes in the city reflect the high expense needed to maintain infrastructure, plus the requirements of a large, permanent bureaucracy.

Metropolis

These rare settlements exceed a hundred thousand people. In most settings there will be no more than one or two metropolises. Goods and services are even more available than in cities as these huge centers of trade and civilization will be known throughout the world. Metropolises are almost always the center of a great empire. Temples to almost every god will exist, often several of them, which may cooperate or compete, with each other. A metropolis will have several rings of walls protecting areas of the expanding city. Everyone who is anyone will want to visit a great metropolis at least once in their life.

Creating NPCs

This section will provide a basic framework for creating non-player characters (NPCs) for adventures and encounters. The main goal in creating an NPC is for the character to be as believable and interesting as possible to the players and Referee. This encourages the players to interact with the setting and the characters who live in it.

Sample NPCs

These NPCs are basic templates for GMs to use when necessary. Don't hesitate to add additional skills if an NPC does not have the skill and the GM thinks they should.

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Acolyte	7	7	7	8	8	8	14	7
Lore 1, Healer 1, Religion 1, Steward 1								
Healer's Kit, Holy Symbol, Ink Bottle, Writing Implements, Robes								
A low-ranking member of a religious order. Acolytes are often on pilgrimage or are spending time furthering their religion by helping the poor and needy.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bandit	7	8	8	6	5	5	14	7
Archery 1, Melee Combat 1, Sneak 1								
Leather Armor (4), Short Bow (2d6), Sword (3d6)								
A cutthroat who roams the countryside robbing and stealing. Bandits usually travel in groups and may be led by a Chieftain (below).								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bandit Chieftain	9	9	9	8	6	6	20	10
Athletics 1, Archery 2, Battle 1, Deception 1, Command 2, Melee Combat 2, Riding 1, Sneak 2.								
Scale Armor (5), Crossbow (3d6), Great Axe (4d6, Bulky), Throwing Steel (1d6)								
A bandit who has the dubious honor of leading a group of cutthroats. Fighting and killing a bandit chieftain might mean that the victor now leads the bandits.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Berserker	10	8	12	6	5	5	28	14
Athletics 2, Battle 1, Carousing 1, Melee Combat 2								
Hide Armor (3), Battleaxe (3d6), Shield								
A warrior who works themselves up into a bloodthirsty frenzy in battle! They are fearless and fearsome fighters who scorn heavy armor. Berserkers never check morale while in their frenzy.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bodyguard	8	8	9	6	6	6	20	10
Archery 1, Athletics 1, Melee Combat 1, Scout 1								
Scale Armor (5), Sword (3d6), Shield								
A mercenary hired to protect an important charge. They are trained to spot threats.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bodyguard, Elite	9	9	12	8	6	7	28	14
Archery 1, Athletics 2, Battle 1, Melee Combat 3, Scout 2								
Chain Armor (6), Sword (3d6), Dagger (2d6), Shield, Short Bow (2d6)								
A very experienced and tough mercenary that specializes in keeping their charge alive and unharmed. An elite bodyguard is a tough customer who will not hesitate to take a blow meant for their charge. They are tireless and fearsome combatants.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Courtesan	7	8	7	7	7	5-10	14	7
Art 1, Carousing 1, Deception 1, Liaison 1, Steward 1								
Dagger (2d6), Wineskin, Lute or another musical instrument								
A professional companion or escort. A courtesan often hears and sees things that they should not have. Their discretion always comes at a price.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Cultist	6	7	7	6	6	6	14	7
Deception 1, Melee Combat 1, Sneak 1								
Short Sword (2d6), Throwing Steel (2d6), Leather Armor (4)								
A devoted, fanatical member of a horrible cult. They are used to operating in secrecy and will kill if given the order.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Cult Leader	7	7	7	8	7	12		7
Deception 2, Leadership 2, Persuade 1, Lore 1, Melee Combat 1, Religion 2, Sneak 1								
Leather Armor (4), Dagger (2d6), Throwing Steel (2d6)								
A mad demagogue who has made a pact with Eldritch Evil to gain power, or a cunning con-artist who has convinced others to follow him as he takes advantage of his followers.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Degenerate	7	7	8	5	5	2	18	9
Athletics 1, Melee Combat 1, Sneak 1, Survival 1								
Hide Armor (3), Club (1d6)								
A half-feral human reduced to eking out an existence on the margins of society: either in the dungeons and crypts under the city, or in crumbling ruins in the wilderness. Degenerates are barely capable of speech and are quite comfortable resorting to cannibalism.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Dervish	7	8	7	7	7	7	16	8
Athletics 1, Melee Combat 2, Riding 1, Scout 1								
Chain Armor (6), Scimitar (3d6), Short Bow (2d6), Shield								
Tough, religious warriors who are much feared by those who face them. Dervishes are often the elite warriors of a tribe of Nomads (see below).								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Farmer	7	7	8	7	5	6	16	8
Animals 1, Craft 1, Riding 1								
Pitchfork (2d6)								
A stout peasant farmer, the backbone of any fantasy world.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Guard	7	7	7	7	7	5	14	7
Archery 1, Melee Combat 1								
Scale Armor (5), Spear (2d6), Short Sword (2d6), Shield								
An armed and armored member of a city militia. Underpaid and often comprised of volunteers with violent tendencies, guards are not particularly well-loved by the populace.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Guard, Veteran	9	7	8	7	7	6	18	9
Athletics 1, Archery 1, Battle 1, Leadership 1, Melee Combat 1, Scout 1								
Scale Armor (5), Sword (3d6), Dagger (2d6), Shield								
A tough and experienced member of the city watch. Some veteran guards attain their rank thanks to competence and dedication. Others are in command because they have the right friends and send a portion of their kickbacks up the chain of command.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Hunter	7	7	7	7	7	7	14	7
Archery 1, Riding 1, Scout 1, Survival 1								
Short Bow (2d6), Staff (2d6)								
A typical commoner looking for food.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Knight	9	8	8	7	7	9	18	9
Athletics 1, Battle 1, Leadership 1, Melee Combat 2, Riding 2								
Plate Armor (10), Sword (3d6), Lance (2d6), Dagger (2d6), Shield, Heavy Horse								
A member of society's upper classes, raised to be a professional warrior. They focus on mounted combat and are equipped with the best weapons and armor their lords can afford.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Local Guide	7	7	8	9	6	6	16	8
Archery 1, Lore 1, Melee Combat 1, Riding 1, Scout 2, Survival 2								
Short Bow (2d6), Leather Armor (4), Spear (2d6)								
A skilled tracker and hunter, a good guide is often the only thing standing between a successful cross-country expedition and a disaster.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Merchant	7	7	7	8	7	9	14	7
Animals 1, Craft 1, Deception 1, Govern 1, Liaison 2, Steward 1, Streetwise 1								
Wagon with Donkey, rations, sacks, ink bottles, paper								
A canny businessperson who is always eager to make a deal. They often travel in caravans between markets and are often looking for additional employees for special tasks.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Noble	7	7	7	7	7	12	14	7
Carouse 2, Deception 1, Govern 1, Insight 1, Liaison 2, Melee Combat 1								
Light riding horse, sword (3d6), dagger (2d6), leather armor (4)								
A member of the aristocracy, this noble is not battle-ready, but does have access to heavier armor and military equipment.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Nomad	7	8	8	7	6	6	16	8
Animals 1, Archery 1, Melee Combat 1, Riding 2, Scout 1, Survival 1								
Leather Armor (4), Saber (3d6), Short Bow (2d6), Light Horse								
A member of a nomadic people that lives a pastoral lifestyle out on the steppe or in the desert. Nomads are excellent riders. City-dwellers call them “barbarians” or “savages.”								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Nomad Chieftain	8	9	9	8	7	9	18	9
Archery 1, Battle 2, Deception 1, Leadership 2, Liaison 1, Melee Combat 2, Riding 2, Scout 1, Survival 2								
Scale Armor (5), Saber (3d6), Short Bow (2d6), Spear (2d6), Light Horse								
The tough, hardened leader of a nomad tribe. A nomad chieftain has to ensure that their people have good lands to pasture their flocks and are constantly on guard for threats to their rule.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Pirate	7	8	7	7	5	5	16	8
Athletics 1, Archery 1, Artillery 1, Melee Combat 1, Watercraft 1								
Leather Armor (4), Cutlass (3d6), Dagger (2d6)								
A sea-going bandit that raids ships and coastal settlements for plunder. Some pirates are career criminals, but others are sailors desperate enough to join a pirate crew.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Pirate Captain	8	8	8	9	7	9	18	9
Athletics 1, Artillery 1, Battle 2, Carousing 1, Leadership 1, Govern 1, Liaison 1, Melee Combat 2, Watercraft 2								
Leather Armor (4), Cutlass (3d6), Dagger (2d6), Crossbow (3d6)								
Pirate captains are unique opportunists in that they are criminals with enough wherewithal to own and operate a pirate vessel. This makes them very violent, successful, and highly amoral businesspeople who are also expert sailors.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Raider	8	8	8	7	6	5	16	8

Archery 2, Melee Combat 2, Riding 2, Scout 1

Scale Armor (5), Spear (2d6), Saber (3d6), Short Bow (2d6), Light Horse

Fearsome mounted fighters who attack border settlements to plunder and rob. They are often employed by a kingdom's ruler to sow terror in an enemy. Either way, their arrival in the area is always cause for alarm.

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Scholar	7	6	7	8	9	8	14	7

Alchemy 1, Craft 1, Govern 1, Lore 1, Natural Philosophy 1, Healer 1, Insight 1, Religion 1. Pick one skill from this list and raise it to level 2 to reflect the scholar's specialization

Ink Bottles and Paper, Quills, Robes, Torches, Oil

A learned expert in each field. Scholars can be found enjoying the patronage of the wealthy and powerful, or holed up in ancient crumbling libraries, as forgotten as the texts they study.

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Soldier	7	7	7	7	7	7	14	7

Archery 1, Melee Combat 1. Some Soldiers replace Archery with Artillery 1.

Chain Armor (6), Sword (3d6), Shield, Spear (2d6), Dagger (2d6)

A professional warrior armed and armored. Most are mercenaries and are mainly interested in surviving the war and returning home much richer than when they left.

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Soldier, Veteran	8	8	8	7	7	7	18	9

Athletics 1, Archery 2, Battle 1, Carouse 1, Leadership 1, Melee Combat 2, Riding 1, Scout 1. Some Veterans replace Archery 2 with Artillery 2

Chain Armor (6), Halberd (4d6, Bulky), Short Sword (2d6), Shield, Dagger (2d6)

An experienced combatant who leads other soldiers in battle. Veteran soldiers are often better equipped than the rank-and-file, since they have survived battles and plundered many battlefields.

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Soldier, Elite	9	9	10	8	7	8	22	11
Athletics 1, Archery 2, Battle 2, Leadership 2, Melee Combat 3, Riding 1, Scout 2, Sneak 1, Survival 1								
Banded Armor (8), Sword (3d6), Longbow (3d6), Dagger (2d6), Shield								
These are the finest mercenaries in the land. Ruthless, determined, and highly skilled, they are often employed as the personal guard of the monarch. Everyone who sees them on and off the battlefield knows to stay out of their way.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Sorcerer	6	6	10	10	12	8	20	10
Alchemy 1, Artifice 1, Art 1, Deception 1, Liaison 1, Lore 2, Healer 1, Religion 2, Sorcery 2, Sneak 1								
Spellbook, Ink bottles, Quills, Dagger (2d6)								
A powerful magic user well-trained in various arts. This sorcerer knows at least 4 spells, and is also familiar with techniques for brewing potions, and for summoning otherworldly servitors. Known Spells: Animate Dead, Enthrall, Killing Fog, Mirage								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Thug	8	7	7	6	5	5	14	7
Melee Combat 1, Streetwise 1								
Dagger (2d6), Club (1d6)								
A common street tough, used to bullying and robbing in the dark alleys of the city.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Thug Boss	9	8	9	7	6	5	18	9
Carousing 1, Deception 1, Leadership 1, Liaison 1, Melee Combat 2, Sneak 1, Streetwise 2								
Leather Armor (3), Short Sword (2d6), Dagger (2d6)								
A gang leader with a little more experience and criminal flexibility. A thug boss usually has a small army of thugs at hand.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Trader	7	7	7	9	7	6	14	7
Animals 2, Carousing 1, Deception 1, Liaison 2, Streetwise 1								
Cart, Mule, Crossbow (3d6)								
An itinerant trader or peddler with much experience, and very little money. They are often a fount of information of the road ahead.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Tribal	7	7	8	7	7	3	16	8
Animals 1, Archery 1, Melee Combat 1, Scout 1, Survival 1								
Hide Armor (3), Spear (2d6), Short Bow (2d6)								
A member of a technologically primitive tribal people that live far from civilizations. These tribals are hunters, scouts, farmers, and warriors all at once. Tribal people have well-developed cultures and societies, and any visitors would be well-advised to avoid offending the locals.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Tribal Chieftain	9	9	9	8	6	8	20	10
Athletics 1, Archery 2, Govern 1, Leadership 2, Liaison 1, Melee Combat 2, Riding 1, Scout 2, Survival 2								
Hide Armor (3), Spear (2d6), Short Bow (2d6), Shield								
The leader of a tribal group must be the best hunter and warrior, as well as a skilled politician and leader. A good chieftain always puts the community first, but a great one understands when an opportunity appears, and seizes it.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Tribal Shaman	7	7	10	9	9	6	20	10
Alchemy 1, Art 1, Deception 1, Insight 1, Lore 2, Healer 2, Religion 2, Survival 1								
Hide Armor (3), Staff (2d6)								
The tribal shaman is a combination of advisor, knowledge-keeper, healer, and religious figure. Many shamans have only mundane knowledge, but others are well-versed in ancient magical arts.								

Creating NPC Adventurers

There will be times when the Referee will wish to create NPC adventurers for the player characters to interact with: either as prospective allies, or as memorable villains. While it may be tempting—and fun! —to create detailed NPCs using *The Sword of Cepheus* character generation rules, it might be too time consuming to do that regularly. There will also be times when a player group's actions necessitate the creation of some detailed NPC adventurers on short time frames, such as when the player characters randomly encounter a group of adventurers, or when a player wishes to meet with one of their pre-existing allies that the Referee neglected to develop beforehand. If the Referee wishes to use the character generation rules to create NPCs, refer to that chapter. The rules below are for when time and energy for creating more detailed NPCs is low.

Step 1: Roll or pick a power level for the NPC using the NPC Adventurer table. Note that the Legendary power level result is intended for reference. Unless the Referee adds modifiers to the roll, it will be impossible to randomly encounter Legendary NPCs. But stranger things have happened from time to time.

Step 2: Determine their role, or career. Careers can be based on the career tables in the character generation rules, or the Sample NPCs above, or can be invented entirely by the Referee. Because *The Sword of Cepheus* is not a class-based game, the important thing is to make the NPC skilled enough to be relevant in a task and memorable while doing it. The following table includes twelve adventurer roles that need very little introduction.

NPC Adventurer Level

2d6	Power Level	Characteristics	Skills	Stamina	Lifeblood
2	Novice	6	0	6	12
3-4	Low	7	1	7	14
5-8	Average	7	1	8	16
9-10	Experienced	8	2	8	16
11	Veteran	9	3	11	22
12	Elite	11	4	13	26
13	Legendary	12	5	16	32

NPC Role Table

1d6	1d6	Role	Description
1-3	1	Warrior - melee	A soldier or man-at-arms whose primary skill is close combat. They are heavily armed and well-armored enough to withstand heavy combat.
	2	Warrior – ranged/ skirmisher	An archer, slinger, spearman, or crossbow-wielding fighter who attacks from a distance. They are lightly armored to stay very mobile as they fight.
	3	Rogue	A nimble and clever criminal. These characters are averse to direct combat and prefer to use their wits and skills to defeat their enemies.
	4	Assassin	A ruthless and deadly killer. Assassins lurk patiently until they strike from the shadows, often using poison to bring their targets low.
	5	Priest	A holy man or woman travelling the land, performing good works for their religion and their gods. They may or may not be used to the rigors of adventuring.
	6	Scholar	A natural philosopher or academic who is on an adventure to gain the sort of esoteric knowledge that cannot be found in a library.
4-6	1	Treasure Hunter	While most adventurers are interested in gold, this NPC is interested in gold and recovering artifacts and knowledge.
	2	Shaman	A tribal shaman who is travelling the world on a vision quest, or to locate a specific rare ingredient for an important poultice.
	3	Barbarian	A fearsome barbarian! A lightly armored warrior who fights fearlessly in close combat. Barbarians are cunning survivors.
	4	Vagabond	A wandering ne'er-do-well who gets into any number of strange picaresque adventures.
	5	Knight	A well-armed, well-trained, and well-armored noble, usually mounted. This knight may be on a mission, or even a holy quest.
	6	Sorcerer	A sorcerer on an adventure means that foul magicks and eldritch powers are at play. Beware!

Step 3: Using the NPC Adventurer table, determine the attribute levels, stamina, lifeblood, and number of skills the NPC receives.

NPC Attributes: These are what would be the attribute level expected for a normal adventurer at that power level, in their primary role. Warriors would use Strength, Sorcerers Intelligence, Rogues Dexterity, and so forth. Other attributes would be less important, and are average, with no modifier.

NPC Skills: The highest skill level for the NPC, according to their primary role. Warriors and other primary combatants would have Melee Combat or Archery. A diplomat would have Carouse or Liaison. All other skills would be one or two levels below the primary skills, and do not need to be listed for a quickly generated NPC.

Stamina and Lifeblood: These are generated normally. Recall that an active character with the Athletics skill gains a bonus to Stamina and Lifeblood.

Step 4: Determine any special equipment that the NPC might have. Remember that the NPC should have all the equipment for their assumed role. Use the equipment packages (p.57) in the Character Generation chapter as a guide. Sorcerers should have their skill level plus their attribute modifier in available known spells. Characters who are Veteran or higher level will have exceptional equipment. Legendary characters will have legendary equipment.

Step 5: Detail and tweak the results to taste. Use the NPC Motivation Tables below, as well as the NPC Reaction Roll Table (p. 301) to understand how the NPC will behave towards the players.

Example: Has this happened to you? Josh is a Referee who foolishly forgot to detail a PC ally that was acquired during character generation. He decides to make one up now that the players have indicated that they want to meet an ally. There's no time for Josh to create an NPC using the character generation rules, so he rolls a Rogue on the Role Table, and then rolls an 8 on the NPC Adventurer Level table: an Average Rogue. Miznet is a working thief with level 1 in all relevant skullduggery skills like Deception, Scout, and Sneak. She has little combat experience, but can be expected to have a dagger, and the other equipment from the Rogue equipment package. Josh rolls a 10 on the NPC Reaction Table: Miznet is happy to see the player characters. Maybe she's in a spot of trouble and could use some help. Surely something could be worked out...

NPC Generation Tables

Referees can use these tables to flesh out their NPCs to provide interesting variations and twists to otherwise standard encounters. These tables are intended to help Referees generate fresh content that might surprise everyone at the table. When using these tables, take a handle of d6s and roll them to get some random surprises about your NPCs. Then interpret the results of the tables accordingly.

NPCs' Problem Table

1d6	1d6	What Is This NPC's Problem?
1-3	1	Their companions are actually enemies
	2	Is being blackmailed
	3	Drug or alcohol addiction
	4	Adheres to the wrong religion, or is a heretic
	5	Is afflicted with a chronic illness
	6	Hounded by debt collectors
4-6	1	Has a horrible secret
	2	Their romantic overtures have failed
	3	Overly ambitious beyond their capabilities
	4	Their job or position is being threatened
	5	Their spouse is being unfaithful
	6	Utterly incompetent in their job and knows it

NPCs' Task Table

1d6	1d6	What Is This NPC's Task?
1-3	1	Looking for food and shelter
	2	Laboring away at mundane, menial chores
	3	Hunting down the player characters
	4	Bringing a dead or wounded comrade back home
	5	Attacking their enemies
	6	Tracking down a fugitive or important person
4-6	1	Travelling to meet their superior
	2	Carrying out important maintenance on their belongings
	3	Spying on the player characters
	4	Escorting prisoners
	5	Hiding from their companions and responsibilities.
	6	Fleeing a terrifying enemy

NPCs' Motivation Table

1d6	1d6	What Is This NPC's Motivation?
1-3	1	Lust or Desire
	2	Unspeakably evil appetites
	3	Idealism
	4	Wishes to please others
	5	Religious obligations
	6	They need money
4-6	1	Fame and glory
	2	Desire to lead others
	3	Murderous Hatred
	4	Well-defined burning revenge
	5	Help their friends
	6	They want answers

General NPC Build

1d6	Build
1	Short, slender, or frail
2	Stocky, compact, or small
3	Average height and weight
4	Out of shape, soft, or voluptuous
5	Built, Bulky, or Large
6	Tall, lanky, or boney

NPC's Most Notable Characteristic

d66	Characteristic	d66	Characteristic
11	Cannot sit still	41	Drunkard or drug addict
12	Waxes nihilistic about existence at the drop of a hat	42	Profoundly ugly
13	Terrible taste in clothing	43	Exceptionally quiet and soft-spoken
14	Missing limb or physical deformity	44	Brave: a good person to have by your side in a fight
15	Stutters	45	Suffers from a chronic illness
16	Unusual accent	46	Visible scarring
21	Very neat and well-kept	51	Refers to themselves in the third person
22	Slovenly dressed	52	Incredibly attractive
23	Aggressive demeanor	53	Missing an eye
24	Mumbles asides to themselves	54	Ill-mannered and brusque
25	Carries many religious symbols	55	Has a very quick temper
26	Wears thick glasses	56	Extremely polite
31	Easily confused or forgetful	61	Openly racist and bigoted against a minority group
32	Perpetually distracted by trinkets and shiny objects	62	Madly in love with someone who does not reciprocate those feelings
33	Chronic and deep cough	63	A craven coward
34	Conspiracy monger	64	Even greedier than the average adventurer
35	Carries themselves very stiffly	65	Devoted to a noble, if doomed, cause
36	Very old or young for their position	66	Ends all statements in the form of a question?

Encounter Generation Example

Rivkah the Barbarian is leading an expedition of adventurers through the swamps. The Referee rolls for a random encounter once per day. To determine if there is an encounter on a given day, the Referee rolls 1d6, and gets a result of 1. There is an encounter that day.

Consulting the Swamps Terrain encounter table, the Referee rolls a 6, indicating an Item. This is followed by 1d6 twice, to determine what sort of Item is encountered: 1-5 means a Trading Post.

The Referee imagines a small collection of buildings stuck together, sitting on stilts above the swamps, hidden among the reeds and branches. The trading post is probably near a river or lake and is the sort of out-of-the-way location that smugglers and criminals favor. The Referee rolls 2d6 to determine the number of people who are currently there, in addition to the trader: 8. Then, rolling on the NPC Reaction Table, the Referee determines that the overall attitude of the people at the post are more-or-less Indifferent to the adventurers. However, this will be something the adventurers will have to discover for themselves.

Despite the unsavory, run-down look to the place, it's likely the only place for miles to offer clean, dry beds and a hot meal. The adventurers decide to check it out.

The Referee rolls on the Motivation Tables to develop the trader's personality and goals:

4-1: He has a horrible secret: perhaps he is a criminal, or something worse.

3-2: He's currently laboring away at mundane chores: the trading post does look pretty run down, after all.

3-5: He's at this trading post to fulfill a religious obligation. Perhaps the trader belongs to a sect that is devoted to helping travelers. Or perhaps they're devoted to trapping travelers and sacrificing them to a demon that lives in the swamp...

6: He's tall and boney. That fits well with a creepy cultist serving a demon.

32: He's perpetually distracted by shiny objects and trinkets. Everyone has their quirks, after all.

The Referee settles on a name: Zobadia and will use the Trader sample NPC as a template if skill rolls are required (with some additional skills from the Cultist stat block).

Adventure Seeds

Home Defense

The characters are residents of a small village of several hundred people. The noble's local representative, the Reeve, is officially in charge of the village. A small group of elders and respected citizens actually run the village: the Reeve is among their number. This group gathers informally about once a week, or whenever needed to address any important issues. The village is part of a County and a Kingdom, but those far-away things don't really impact the village much. Everyone in the village knows everyone else.

One morning, one of the farmers comes running back from his field. A shepherd child watching the sheep has been injured and one of his sheep has been killed and eaten by a wild beast. This sort of mishap occurs from time to time. The village comes together to aid the shepherd, providing whatever healing they can. The boy is unconscious and unable to say what happened. The elders double the watch on the herds and everyone goes back to their work. The next night another attack occurs. This time, one of the shepherds is killed and the other is severely injured. Three sheep are dead.

The elders ask for volunteers to hunt down the beast and kill it before more people, and animals are killed. Will the characters volunteer to save their village? Usually yes, but perhaps one of the victims is a friend or relative of the character's. Or perhaps the sheep belong to the character's relatives.

The next evening, the characters along with a few other volunteers move out into the fields with the shepherds. The characters will be in a group of their own, while other groups are spread out to cover other herds. Just before midnight, have the on-watch character make a Scout /INT 8+ or Survival/INT 8+ throw. If they succeed, they hear movement in the nearby underbrush and the sheep become agitated. If they fail the check, the characters will be surprised. As the characters prepare, they should make a Scout throw. If they succeed, they will notice beasts moving toward the flock.

The Referee can use the following table to determine the beasts the characters encounter. Or they can just select an appropriate encounter.

Note: The number of beasts listed assume a group of 4 reasonably armed characters. Referees should adjust the number up or down based on the party's strength.

The Beasts

1d6	Beast	Lair
1	4 Deinonychus	1d6 adults each with a clutch of 1d6 eggs
2	2 Dire Wolves	2 adults each with 1d3 young
3	2 Drakes	1 Drake with 1s3 young
4	10 Giant Ant Soldiers	1 Queen, 15 Workers and 5 Soldier Giant Ants
5	3 Savage Lizardfolk	2 adults and 1d6 young
6	1 Mountain Lion (Cat, Great)	1 adult and 1d3 young

See the Bestiary for details of each of the creatures listed above.

After the battle, the characters should be able to follow the beasts' tracks to a nest or lair nearby.

Decision: Track the creatures back to their lair, or go to the village for reinforcements?

Option 1: Track the creatures to their lair.

Throw Scout /INT 8+ or Survival/INT 8+ to track the creatures back to their lair.

After an hour of moving through the dark woods, the characters will encounter the Lair.

Option 2: Return the Village

Returning to the village, the characters will be hailed as heroes. The local priest-initiate can heal 1d6 wounds a total of 4 times. The Council will gather the rest of the volunteers and ask them to go to the creature's lair in the morning and eliminate the threat. Half of the previous volunteers will decline.

In the morning, the character and 1d6 volunteers will return to the site of the battle and follow the tracks back to the lair. No roll is needed to track the creatures in this case, since there are skilled trackers among the volunteers.

After an hour of tracking through the forests or swamps, the group will reach the creature's lair. The lair will be a cave under a rock outcrop. If the raiders are Lizardfolk, the group will track the creatures into a nearby swamp and the lair will be on a small island.

The other villagers will look to the characters to plan and lead the attack against the females and young.

Details of what the characters do when presented with having to kill puppies or break open eggs is left to the Referee.

The Mill Stone

The characters have just completed their last job and wander onto a path that leads to a small village near a river. There is a wooden bridge over the river. The river is less than a meter deep, but very swift as it cascades from the hills to the north.

As the characters enter the village, several locals will greet them and direct them to the small inn near the village square. The characters will easily notice that most of the villagers seem to be gathered around a tower near the river with a water wheel. Notably, the wheel is not turning. When the characters investigate, they will see that many of the men in the village are trying to move a very large stone into the tower.

Throw Craft/INT 8+ to recognize the stone as one of a pair of millstones

Millstones are stones used in gristmills, used for crushing or, more specifically, grinding wheat or other grains. Millstones come in pairs: a stationary, convex base, known as the bed stone; and a concave-rimmed runner stone that rotates. The movement of the runner on top of the bed stone creates a "scissoring" action that grinds grain trapped between the stones. Millstones are constructed so that their shape and configuration help to channel ground flour to the outer edges of the mechanism for collection.

The runner stone is supported by a cross-shaped metal piece called a millrind, which is fixed to a "mace head" topping the main shaft, or spindle, which leads to the driving mechanism of the mill, in this case the water wheel seen outside.

The men seem to be struggling to get the runner stone lifted onto the bed stone. The locals will look the characters over, and seeing as how they are likely not impoverished peasants, will ask them to help lift the stones into place.

To successfully lift and position the runner stone required two successful Athletics/STR 12+ throws with the STR modifier of each character helping added as a DM. A maximum of 4 people can lift the stones at one time. Once the stone is properly positioned, the millers will quickly connect the runner stone to the mace head. The water wheel will be unlocked and begin turning, in turn causing the runner stone to rotate. The crowd will cheer and the characters who helped will be congratulated and invited to the party.

During the party, the villagers will be eager to hear of the characters' exploits and news of the world beyond. The villagers will be filled with much joy and laughter.

Just after sunset, there will be a small commotion near the mill. One of the millers will come running into the village square, screaming of a monster approaching. The characters will be asked to investigate.

It won't take long for the player characters to see that there is a large humanoid form moving towards the town from the surrounding hill country: an Earth Elemental (p.255)! It will need defeating. There are many ways to get that done. None of them are easy.

Once the elemental is defeated, the villagers will be convinced the creature must have been sent by the crazy old sorcerer in the tower about a mile inside the hills. She has attacked the village before. The villagers don't have much, but they will pool their meager treasure and can offer 500 gp if the characters will kill or drive off the sorcerer.

The Sorcerer's Tower

The villagers will direct them to the sorcerer's tower and can provide the following information:

- The village was founded less than ten years ago. The local lord wanted a bridge over the river and many of the workers and their families stayed on to tame this area for themselves.

- The sorcerer Vashilia the Blue first appeared about two years ago. She claims that the village and the bridge were built in her territory without her permission. She demanded that the villagers leave.
- Several strange things have happened in the last two years. Two empty houses have burned down, and last year much of the villagers' crops suddenly spoiled.
- The local lord has not responded to calls for help. However, his Reeve, Jaren, showed up a few months ago, just after they began construction of the mill house.
- Jaren disappeared two months ago, and no one knows what happened. He went to bed in his house, and no one has seen him since.

On a successful Carousing/INT 8+ throw, the characters will be told in confidence that several villagers visit the sorcerer to barter for potions.

Following the villagers' directions out of town and into the hills, the characters will find a tower. It appears to be a rock outcrop with a small hut on top of it. There is a wooden ladder leading up the ten meters of rock face to the hut.

If the characters attempt to scale the ladder without first talking to anyone inside, Jaren will fire a rain of arrows down on them from the hut.

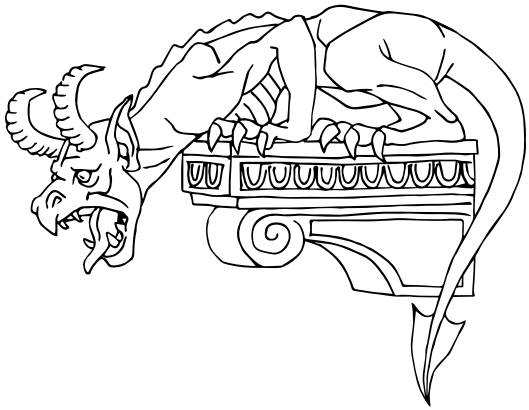
Vashilia the Blue is a moderately powerful sorcerer who just wants to be left alone to study and develop her spells, but the people of the new village keep bothering her for love potions or healing balms. She used one of her love potions to capture the heart of Jaren the Reeve. He now lives with her, acting as lover, butler, and maid.

The tower is a hollow rock where Vashilia has built a home. The hut on top hides several rooms within the rock formation.

Vashilia the Blue	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Sorcerer	6	9	10	10	12	8	20	10
Alchemy 1, Artifice 1, Art 1, Deception 1, Liaison 1, Lore 2, Healer 1, Religion 2, Sorcery 2, Sneak 1								
Spellbook, Ink bottles, Quills, Dagger (2d6)								
A powerful magic user well-trained in various arts. Vashilia knows six spells. She is also familiar with techniques for brewing potions and summoning otherworldly servitors. *Known Spells*: Animate Dead, Enthrall, Fire Storm, Killing Fog, Mirage, Summon Elemental								

Jaren the Reeve	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Soldier, Veteran	8	8	8	7	7	7	18	9
Athletics 1, Archery 2, Battle 1, Carouse 1, Leadership 1, Melee Combat 2, Riding 1, Scout 1.								
Chain Armor (6), Large Shield, Longbow (3d6) with 40 arrows, Long Sword (2d6), Shield, Dagger (2d6)								
An experienced combatant who led other soldiers in battle. Jaren was wounded while serving his lord and for his faithfulness was appointed Reeve of the village. He is thoroughly under Vashilia's control and will fight to the death to protect her.								

Details of the "tower" and the fight are left to the Referee. If the player character group is powerful, then the Referee can add a band of enchanted soldiers that will also protect Vashilia. They are led by Jaren.



The Cavern

The characters are travelling through the woods and have camped for the night in a small clearing.

During the midnight watch, they are attacked by a Brown Bear. See the Bestiary (p.240) for details.

The guard on watch should make a Scout/INT 8+ throw to detect the threat. If they fail to detect the creature, they will be surprised.

When the creature has taken 50% damage to Stamina or 25% damage to Lifeblood, it will flee. If the characters chase it, it will flee to its den on the side of a hill.

Should the characters kill the bear there and explore the cavern they will discover a small hole, too small for the bear, but large enough for a human. Within that hole is a series of seven caverns and a small pool. The entire cave complex is connected by low, narrow, rough passageways.

The caverns contain the following:

1. An empty cavern, but it has the scat of various creatures, some of them appear quite large.
2. Two Giant Bats (p.239), that will attack if disturbed. Roll Stealth/DEX to avoid arousing the creatures.
3. 1d6 Giant Beetles (p.240). The creatures will attack from all sides.
4. A Black Pudding. The pudding will be near the middle of the cavern.
5. A group of dead bodies. Upon a cursory investigation, the players will learn that this is what's left of a previous adventuring group. Their bodies have been picked clean of meat, but several useful items appear undamaged. Roll Insight/INT 8+ to learn that giant beetles killed them.
    - Two longswords (one has an internal crack that will cause the sword to break on the first throw of a natural 2)
    - Two weeks of iron rations.
    - 250 gp

- One Potion (Referee's Choice)
- One minor Magic Item (Referee's Choice)

Roll Insight/INT 8+ to learn that giant centipedes killed them.

6. Five Giant Beetles (see Bestiary, p.240). Beyond these beetles and a very small hole, requiring an Athletics/DEX 8+ throw to get through. The hole is a small opening to the outside, but about 10 meters up a sheer cliff.

Desperadoes

The characters are staying in a village for one night when a group of bandits attack the town! They are desperate to steal food and supplies. At a minimum, the characters will have to defend themselves as the inn they are staying in is attacked. If they defend themselves too well, the bandits will set fire to the inn. It is possible for the characters to organize the villagers in the defense of their town. They are not combatants but are willing to fight for their homes and belongings.

The initial attack will be 2 bandits per character, and another half-dozen bandits waiting to loot. The bandits are on foot and are well-armed.

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bandit	7	8	8	6	5	5	14	7
Archery 1, Melee Combat 1, Sneak 1								
Leather Armor (4), Short Bow (2d6), Sword (3d6)								
A cutthroat who has nothing else to lose and no where else to go.								

NPC	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Marco Yanbov	9	9	9	8	6	6	20	10
Athletics 1, Archery 2, Battle 1, Deception 1, Command 2, Melee Combat 2, Riding 1, Sneak 2.								
Scale Armor (5), Crossbow (3d6), Great Axe (4d6, Bulky), Throwing Steel (1d6)								
A bandit who has the dubious honor of leading a group of cutthroats.								

Peasants	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Farmer	7	7	8	7	5	6	16	8
Animals 1, Craft 1, Riding 1, Melee Combat 0								
Pitchfork (2d6)								
A stout peasant farmer, the backbone of any fantasy world. They are willing to fight to defend their homes but are not strong combatants.								

If the bandits are repelled, the villagers will plead for the characters to attack the bandit's camp. While the village has nothing to offer as payment, the bandits must have a large treasure from all their raiding of the nearby villages, right?

Bandit Camp

The bandit's camp is actually a hamlet they have recently conquered and occupied. The men have been killed and the women forced to serve the bandits.

Here, there are many more bandits: 5 bandits for each character, plus a bandit chief for each 10 bandits. Should the characters attack and appear to be winning the women survivors of this hamlet will rise up and attack the bandits with clubs and knives.

In addition to whatever the bandits have on them, their treasure hoard will consist of:

- 1d6x100 gp per Character
- 1d6 magic items

Once the bandits take 50% damage, or if all the chiefs are killed, they will flee in all directions. Details of cleaning up these rabble are left to the Referee.

Pilgrimage

The characters are hired to escort a group of religious pilgrims traveling to a remote location where one of their saints died for the faith. The characters will be paid 10gp each upon the return home. The pilgrims are a group of about 50 people, mostly women and children, but with about 15 able-bodied men. None have any significant combat experience, so they need protection against wild animals and bandits. The pilgrims worship a saint called Karidian, often depicted as a beautiful young man with wings of light. He has become a saint of light and the dawn, and he is worshiped at sunrise each day. The site is a rocky outcropping in a field: this is where Karidian fell in battle against forces of evil, but the light of dawn revealed that he had performed a miracle to drive the enemy off.

Pilgrim	**STR**	**DEX**	**END**	**INT**	**EDU**	**SOC**	**Life.**	**Sta.**
Farmer	6	6	7	7	5	6	14	7
Animals 1, Craft 1, Religion 1								
Club (1d6)								
A typical pilgrim, usually from a hamlet or small village, traveling to a religious site.								

Leader: Johannos Ephoros	**STR**	**DEX**	**END**	**INT**	**EDU**	**SOC**	**Life.**	**Sta.**
Acolyte	7	7	7	8	8	8	14	7
Healer 1, Liaison 1, Religion 1, Steward 1								
Healer's Kit, Holy Symbol, Ink Bottle, Writing Implements, Robes, Staff (2d6)								
A low-ranking member of a religious order. Ephoros is leading the faithful on pilgrimage to the sacred site where Karidian, was martyred. Ephoros is young, and eager to make a name for himself in his church. He is brave and patient with his flock, but inexperienced, and will be repulsed at first by the harpies' veneration of Karidian.								

The trip is expected to take five days. The journey will take two days of travel each way. The pilgrims will spend one day engaged in religious devotion and celebration at the site.

During their trip, the following encounters will happen (see the next page).

Day 1

Day: Roll 1d6 and consult the following table for which animal is encountered during the day's travel. Included are the number appearing. See the Bestiary for details of the creature.

Bestial Encounter

1d6	Beast
1	Edmontosaurus (3d6+10)
2	Wolves (2d6+3)
3	Snake, Venomous (1d6)
4	Giant Ant Soldiers (2d6)
5	Savage Lizardfolk (1d6+3)
6	Mountain Lion (Cat, Great) (one hunting pair)

Night: There are no encounters during the first night.

Day 2

Day: While there is no encounter on this day, there is a disruption within the group of pilgrims. Roll 1d6 to determine what happens during the day's travel.

Events

1d6	Event
1	Two groups of about a half-dozen people start fighting. Each side accuses the other of stealing food. Ephoros is unable to determine what really happened and asks the characters to investigate and determine who was at fault.
2	One of the children is missing. Characters must find the missing child. Throw Survival or Scout as appropriate.
3	Ephoros has a vision where he is visited by Karidian! The group should continue day and night to get to the pilgrimage site early. This will be a major hardship for many of the less hardy pilgrims. There is dissent within the group and the characters must arbitrate a solution.
4	A group of about a dozen pilgrims, mostly women and their children, are exhausted and want to turn back. The characters must decide how to protect both groups.
5	One of the pilgrims is attracted to one of the characters and makes advances towards them.
6	Several pilgrims get sick after the noon meal. The characters must determine why. Is it food poisoning, contaminated water, something else?

Night: During the middle of the night on the second day of travel, the group will have a creature encounter:

The character on watch must make a successful Scout/INT 10+ throw check to detect that two harpies are flying over the group. The harpies will not attack but will defend themselves if attacked. They will focus on the character who attacked them and will flee one of the harpies falls. These harpies live in the area, and the pilgrims are entering their territory.

Day 3

Day: The group arrives at the pilgrimage site mid-morning. The site is an old battlefield with several prominent rock formations. Unfortunately, a group of harpies have taken over the area and will attack the pilgrims to drive them away! There will be one harpy per character, plus Hinysia, the harpy leader. None of the pilgrims will be able to provide any significant defense. Half the challenge of this scenario will be to keep the pilgrims alive as they scatter in the face of the harpies' attack.

The harpies will attack until killed, but if Hinysia is killed, they will flee. Their tactic will be to attack pilgrims until engaged by a character, then they will attack the character. Should they defeat a character, they will return to attacking pilgrims. They will not help each other. Hinysia will always focus on the character that appears the strongest.

If the harpies are driven off, they will fly back to their lair, which is in a cave overlooking the site, not far off. If the characters do not investigate the harpy lair, then a small group of pilgrim children will find it and bring back the information.

Once the harpies are driven off, the pilgrims will gather themselves together and offer a prayer of thanks to Karidian. Then they will set up for their celebration.

The harpy lair has the following treasure: 2d6x100 gp. Additionally, the characters will find several crudely drawn images that are very similar iconography carried by the pilgrims. It appears the harpies worshipped the same deity and saint as the pilgrims!

Night: Any harpies that fled will return with reinforcements equal to the number of characters and another leader, named Cecera. The characters must either fight again or figure out how to negotiate with the harpies to let everyone know they worship the same deity.

Harpy	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Monster	8	6	8	5	5	4	18	9
Archery 1 Athletics 1, Melee Combat 1, Religion 1, Sneak 1, Survival 1								
Natural Armor (1), Short Bow (2d6), Short Sword (2d6)								
A human upper body with bird wings for arms and legs, Harpies smell bad and have a poor reputation in the civilized world. Harpies can fly at 15m per round.								

Hinysia	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Harpy Leader	9	7	9	7	5	5	22	11
Archery 2, Athletics 2, Battle 1, Melee Combat 1, Religion 2, Sneak 2, Survival 2								
Hide Armor (3+1), Long Bow (3d6), Short Sword (2d6)								
A human upper body with bird wings for arms and lower body. A harpy leader is almost always female. Leaders are nobles within the harpy community. Hinysia is a young harpy who is new to leading her own followers. She is devoted to worshipping Karidian and will be incensed that filthy humans have come to defile the site of his death. Hinysia and her harpies have a lair in a nearby cave on a low ridge. It will take only an hour or two of hiking to get there. Roll Scout/INT 8+ or Survival/INT 8+ to find the lair if the characters pursue the harpies after they attack.								

Day 4

Day: Even though many of the pilgrims will want to stay another day to tend to their wounded, Epheros will insist that they start travelling back to the town where they started. He will remind them that they have committed a sin against their god by fighting and killing other believers. They must atone for their sins. No other encounters will occur during that day.

Night: A group of bandits attack the pilgrim group in the dead of night. Hopefully the characters will have remembered to post a guard! The bandits are looking for the treasure taken from the harpies. There will be one bandit per character plus the bandit leader. The bandits will attack and will fight until they take half their number in casualties, or their leader is killed or flees.

Typical Bandit	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bandit	7	8	8	6	5	5	14	7
Archery 1, Melee Combat 1, Sneak 1								
Leather Armor (4), Short Bow (2d6), Sword (3d6)								
A cutthroat who has nothing else to lose and no where else to go.								

Karkhos	STR	DEX	END	INT	EDU	SOC	Life.	Sta.
Bandit Leader	9	9	9	8	6	6	20	10
Athletics 1, Archery 2, Battle 1, Deception 1, Command 2, Melee Combat 2, Riding 1, Sneak 2.								
Scale Armor (5), Crossbow (3d6), Great Axe (4d6, Bulky), Throwing Steel (1d6)								
A bandit who has the dubious honor of leading a group of cutthroats. Karkhos learned about the harpies and their treasure a season ago and has finally managed to get enough men together to get it. He is willing to extort for the treasure, especially if he sees that the pilgrims are vulnerable.								

Day 5

Day: The pilgrims and the characters encounter a creature. Roll again on the Day 1 table for the specific creature encountered.

The pilgrims and characters will push through into the early evening and reach the town where they started. The characters will then be paid. Depending on their actions, the characters may be offered further jobs as the pilgrims now must atone for their sins against the harpies.

The Lonely Outpost

The characters are hired to occupy a small outpost near the edge of civilization for three months. The group will basically be on their own: the nearest village is a day's ride away and the closest other outpost is eight hours away.

The characters will be expected to track any significant activity in their area and specifically protect the kingdom from possible incursions of barbarians from the wilds. Once per month, the villagers will supply the outpost with provisions. The villagers are not happy that they must give some of their food to mercenaries. The characters should not expect high quality cuisine.

The outpost itself is a two-story tall wooden structure with a short battlement around the roof. The first floor is for supplies, storage, and stalls for two horses. The second floor is the main living quarters for up to six people. The roof, with the surrounding waist-high battlement is where the lookouts stand watch. The characters are expected to always occupy the lookout. The characters will be able to move between the levels by means of a single ladder that passes through all three levels.

Additionally, the characters are expected to make patrols into the surrounding territory at least every other day. These sweeps should extend at least one hour out from the outpost in all directions. Often these sweep patrols offer a chance for hunting and foraging for additional supplies.

The Referee is free to add any additional encounters specific to their setting.

Roll on the table overleaf for each sweep patrol.

Sweep Patrol Event table

2d6	Event
2	Special Event. Roll on the Special Events table below.
3	Brown Bear. The patrol meets a large brown bear on the hunt.
4	Storm. The patrol is caught in a rainstorm. Throw Riding or Athletics to avoid 1d6 damage.
5	The characters spot a large herd of animals in the distance.
6	Nothing unusual.
7	Nothing unusual.
8	A small herd of deer, elk, or similar animals. A chance for some fresh meat.
9	Another patrol from one of the other outposts. It consists of 1d6+3 hired scouts or mercenaries.
10	The patrol encounters a pack of 1d6+1 Wolves or 1d3 Dire Wolves.
11	Lizardfolk. The patrol encounters a group of 1d6+2 savage Lizardfolk.
12	Incursion! The patrol crosses paths with 1d6 Raiders from the wilds.

Once per week, or if rolled on the Sweep Patrol table, roll on the Special Event table.

Special Event table

2d6	Event
2	A major storm lasting 1d3 days. The outpost takes minor damage requiring 1d6 hours' worth of repairs of various types to be completed by the characters. Roll Craft/INT 8+ or Craft/STR 8+ to effect repairs in a timely manner.
3	Vermin ruin 1d6 days of food supplies. Without action, an additional 1d6 days of supplies will be ruined each week.
4	A family of farmers come to the outpost to trade and look for a site for a new farm.
5	The lookout sees 1d6 Raiders from the wilds.
6	A Ranger (use the Local Guide NPC) comes to the outpost to trade information and gather supplies before heading back into the wilderness.
7	Nothing unusual.
8	One of the outpost's horses gets sick or goes lame. Healing it requires Riding/EDU 10+. One roll per day is allowed. If the horse is not healed in 3 days, it will die. If it dies, 1d6 days later, the other horse will also become ill and require the same healing.
9	A haggard-looking soldier from a nearby outpost arrives on foot. Raiders attacked his outpost, and he is the only survivor.
10	The resupply from the village hasn't arrived. What happened?
11	A noble and their retinue makes a surprise inspection of the outpost.
12	The lookout sees 1d6x10 mounted Raiders crossing the border. Command must be notified, and the nearby village must be warned.

Appendix A: Superscience!

Many sword & sorcery and sword & planet tales do not limit themselves to Antiquity of Medieval technology and magic. In addition to standard fantasy tropes, these settings often include wondrous technology. Such technology is described as "scientific" in nature, even if it deviates wildly from the confines of modern science. Collectively, we call such technologies "Superscience!". This Appendix contains a preliminary list of Superscientific artifacts, as well as the ability of backwards barbarians and atavistic sorcerers to study and use them.

Scientific Factor

Each character possesses a Scientific Factor, representing their ability to comprehend complex technology. This factor is equal to the character's INT modifier plus any ranks in the Natural Philosophy skill, with a minimum of 0. For example, a sorcerer with an INT modifier of +2 and one rank in Natural Philosophy will have a Scientific Factor of 3.

Characters can readily comprehend and use any Superscientific artifact with a Scientific Factor equal to or lower from their own Scientific Factor. For example, the aforementioned sorcerer will have no problem using a blaster (Scientific Factor 1). However, they may also attempt to comprehend an artifact with a Scientific Factor one point higher than their own Scientific Factor. This requires a Natural Philosophy/INT 10+ throw. Failure means that the character cannot understand this artifact until they gain a point of INT or a level in Natural Philosophy.

Characters who comprehend a Superscientific artifact may teach another character to use it. This requires the student to have a Scientific Factor of at least two below that of the artifact.

Placement of Superscience in the Game World

Under these basic rules, the placement of such artifacts in the game world is left entirely to the Referee's discretion.

Superscientific Artifacts

The following wondrous inventions and machines may exist in a sword & planet or even a sword & sorcery setting.

Superscientific Weapons

Humans seem to have an inborn talent for war. Therefore, it is unsurprising that such a warlike creature's inventive urges often gravitates into creating instruments of destruction.

Superscientific Weapons

Weapon	Damage	Range	Scientific Factor	Aspects
Blaster	4d6	100/200	1	Fire, AV 3d6, ammo 10
Luminescent Rapier	5d6	-	1	AV 3d6
Stun Bomb	3d6*	10/20	2	Thrown, Stun, Blast 3m
Light Bomb	5d6	10/20	2	AV 4d6, Blast 3, Fire
Radium Rifle	3d6	1000/3000	1	AV 2d6

Blaster: This strangely-shaped device has a natural grip for humanoid hands. It fires a blast of energy that is capable of igniting a target and significantly damaging vehicles and structures.

Luminescent Rapier: By grasping this innocuous looking sword pommel, a blade of pure energy emerges! This blade can cut through most materials and causes significant damage to organic beings.

Stun Bomb: This is a thrown device. When it impacts the ground, it releases a cloud of soporific vapors, causing stun damage within its blast radius.

Light Bomb: This thrown bomb releases a blast of burning luminescent plasma upon impact. The explosion causes severe damage to personnel, vehicles, and structures.

Radium Rifle: A mainstay of older sword & planet literature, this extremely long-ranged gun fires a radioactive projectile to great distances.

Ammunition: Energy weapons typically require Power Crystals, which are available at the Referee's discretion. Power crystals deplete after many hundreds of uses, or when the Referee deems it appropriate.

Superscientific Armor

With the human propensity towards violence comes the deeply-seeded need to survive. Here are a variety of protective armors to assist in such survival.

Superscientific Armor

Armor	Protection	Scientific Factor	Enc.	Sneak Modifier
Silk Armor	5	1	0	0
Force Field Generator	Special	3	0	0
Powered Armor	16	4	0 when activated; 10 when turned off	-2 when activated; stealth impossible when inactive

Silk Armor: A suit of lightweight armor made from artificially produced hypersilk. As light as ordinary clothes, yet effectively protective.

Force Field Generator: This small brooch generates a force field around its wearer. It uses one Energy Crystal per 24 hours of continuous operation. The force field absorbs and negates the first attack suffered by its wearer, and then dissipates, leaving the wearer open to further attacks. It will regenerate in the following combat rounds on a throw of 5+ (attempted per round) on 1d6.

Powered Armor: A suit of heavy mechanized armor, requiring one Energy Crystal per 24 hours of continued operation. When activated,

it empowers its user with great strength (consider their STR as 16 while the armor is active, giving a +3 to all Melee Combat skill and damage rolls), renders them immune to disease and poison, and grants them a base unarmed melee damage of 2d6.

Superscientific Pharmaceuticals

Wondrous technology can perform miracles to the human body. Below are a few such wonder-drugs.

Regeneration Serum (Scientific Factor: 1): This rare chemical, carried in an auto-injecting syringe, will immediately fully restore the recipient's Stamina and Lifeblood. It will also regenerate any lost limbs and organs.

Truth Serum (Scientific Factor: 1): When injected, this chemical cocktail renders the subject unable to lie for 8 hours. It does not force the subject to speak, but only to say the truth when speaking.

Anti-psychic Serum (Scientific Factor: 1): When injected, this concoction renders the subject immune to mind-affecting magic and monster abilities for 8 hours.

Superscientific Instruments

Beyond combat and chemistry, advanced technology can produce wondrous machines usable by those intelligent and proficient enough to utilize them.

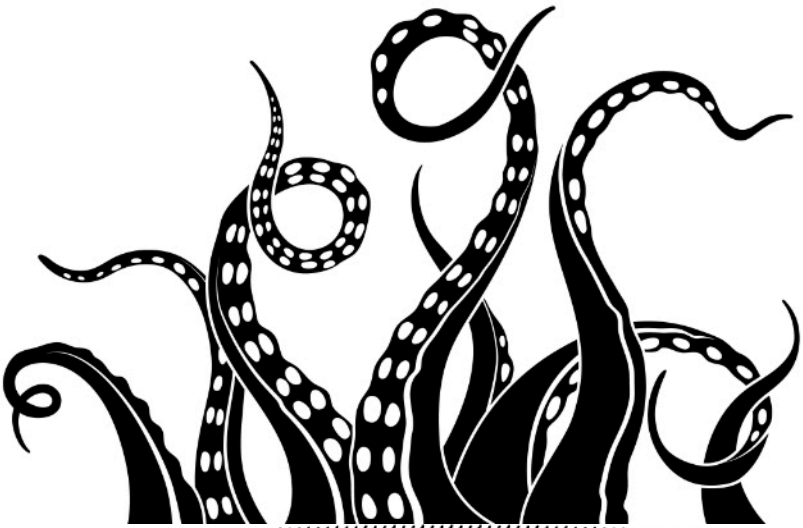
Regeneration Chamber (Scientific Factor: 6): A subject placed within this translucent tank for 8 hours will regenerate all Stamina and Lifeblood, negate all wounds, and regrow lost limbs and organs. The Regeneration Chamber requires one Energy Crystal per use.

Mind Probe (Scientific Factor: 3): This smooth metallic sphere has a hidden socket to insert an energy crystal. When used, it permits its wielder to immediately sense the surface thoughts of creatures within 5m. By expending an Action, the user can probe the deeper thoughts and memories of a target and reveal the answer to any question on a specific topic the user has. The energy crystal is consumed after 5 such uses.

Evertorch (Scientific Factor: 1): This electric lantern emits strong white light, illuminating a 5m radius around it as if in daylight. A single energy crystal suffices for 1 year of operation.

Voice Boxes (Scientific Factor: 2): These instruments come in pairs and permit vocal communication between them up to 500km distance. An energy crystal in each box lasts for one month of continued operation.

Beam Cutter: This laser cutting torch can cut through most materials at a rate of 20cm per combat round, to a depth of 50cm. An energy crystal suffices for 30 rounds of continued operation.



Appendix B: Inspirational Media

The following media may serve as inspiration for Sword of Cepheus settings and adventures.

Novels

Barsoom series by Edgar Rice Burroughs

Conan the Barbarian stories by Robert E. Howard

Cthulhu Mythos stories by H.P. Lovecraft

Dying Earth series by Jack Vance

Elric series by Michael Moorcock

Fafhrd and the Gray Mouser sequence by Fritz Leiber

Hyperborean and Zothique stories by Clark Ashton Smith

Red Sonja series by Robert E. Howard

Sword and Sorcery by L. Sprague de Camp

Tarzan series by Edgar Rice Burroughs

The Witcher series by Andrzej Sapkowski

Television and Cinema

Conan the Barbarian films and TV series

Hercules and Xena

Red Sonja

Spartacus: Blood and Sand

The Witcher

Thundarr the Barbarian

Arx Fatalis

Avernum series

Battle Brothers

Blood Omen series

Conan Exiles

Darkest Dungeon

Dark Souls series

Gothic series

Grim Dawn

Kingdom Come: Deliverance

Legend of Grimrock 1 and 2

Risen series

Thief series (especially Dark Project)

Ultima Underworld 1 and 2

Witcher trilogy

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